Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)
Posted by Aircraftkiller on Thu, 29 Apr 2004 00:18:11 GMT
View Forum Message <> Reply to Message

The Soviets have a small base set up in a remote region of Norway. It's an Oil Pump station, equipped with four Oil Pumps, a Barracks, and a Power Plant to run it all. It supplies most of the northern front of the Soviet Army with motor oil and gasoline.

The Allies recently learned of its location and have deployed a MCV via a Naval Transport, building a base large enough to produce a fighting force to take down the Oil Pump station.

Your job, as a Soviet soldier, is to defend that Oil Pump station with your life. You are unable to attack the Allied base due to heavy Pillbox defenses and Turret fire. You must keep the station secure until a MCV convoy reinforcement can arrive to fortify your location. You have 20 minutes to keep the station secure.

Your job as an Allied soldier is to attack and destroy all four Oil Pumps using whatever means available to you. You will be initially given two Rangers and a small base to operate from. You are only reinforced with Rifle Soldiers, Medics, Rocket Soldiers, Technicians, Engineers, and Officers. You have 20 minutes to destroy the Oil Pump station before Soviet reinforcements arrive. Our base has no chance of surviving the reinforcements that are headed in our direction, so we must act quickly, destroy the Oil Pumps, pack up the structures and undeploy our MCV to evacuate the area.

Soviets cannot score any points. Only the Allies can score points. If the Allies destroy all four Oil Pumps, the game ends and the Allies win. If 20 minutes passes, the game ends and the Soviets win.

The level still needs more foliage detail, but other than that it's pretty much complete and ready to go.

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)
Posted by MrBob on Thu, 29 Apr 2004 00:28:26 GMT
View Forum Message <> Reply to Message

I'm starting to feel cold.....

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)
Posted by flyingfox on Thu, 29 Apr 2004 00:35:45 GMT
View Forum Message <> Reply to Message

Could you program 2 animation sequences every player
watches if the allies/soviets win? e.g. If the soviets win,
everyone watches the reinforcements come in and obliterate
the allied base. If the allies win,
the game replays the last 10 seconds of play from a given
angle where it shows you how the last oil structure was taken down.

Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)
Posted by z310 on Thu, 29 Apr 2004 02:52:43 GMT
View Forum Message <> Reply to Message

Nice!!