

---

Subject: SSAPB 2.1 Update 01

Posted by [zunnie](#) on Tue, 07 Sep 2010 10:40:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

DOWNLOAD: <http://apb.game-maps.net/index.php?act=view&id=1328>

New maps added to this update:

RA\_Allied\_M01: <http://apb.game-maps.net/index.php?act=view&id=1325>

Based on the actual RA1 mission where you save Einstein.

RA\_Allied\_M02: <http://apb.game-maps.net/index.php?act=view&id=1326>

Based on the actual RA1 mission. You have 30 minutes to secure the Convoy Trucks route. You must escort at least 3 trucks to safety, when 5 die you will lose.

RA\_Cargo\_Express\_Coop: <http://apb.game-maps.net/index.php?act=view&id=1323>

Drive the Cargo Truck to the Radar Dome.

RA\_DarkDawn\_Coop: <http://apb.game-maps.net/index.php?act=view&id=1320>

My first map

Destroy the Soviet base. Take out the Conyard with a Tanya. Steal vehicles with a Mechanic.

Destroy the Coil and finish off the base.

RA\_Midnight\_Fever\_Coop: <http://apb.game-maps.net/index.php?act=view&id=1321>

Steel the documents held in the Construction Yard with a Tanya.

Teamwork is required to win this one for sure. Take out the base power with a spy and destroy the coil before it comes back online.

RA\_Operation\_Endgame: <http://apb.game-maps.net/index.php?act=view&id=1324>

Semi large map. Escort a Demotruck to your Service Depot. Then destroy the Construction Yard within 20 minutes.

RA\_Return\_To\_Invasion: <http://apb.game-maps.net/index.php?act=view&id=1327>

Sequel to Soviet\_Invasion\_Coop.

The mission failed and Allies have established a full base with Conyard, War Factory, Barracks and Refinery.

Helipads are available on this map as well as 2 Heavy Tanks and 4 V2's flown in by Chinook.

Destroy the Allied Base.

RA\_Soviet\_Siege\_Coop: <http://apb.game-maps.net/index.php?act=view&id=1322>

Your base is under heavy attack when the map starts.

Go straight for your Construction Yard to repair! If the Conyard dies you will lose the game.  
Secure the Oretruck path and destroy the Soviet Base.

General notes:

Special thanks to reborn(the guy) for his GSValidation blocker  
Special thanks to <http://www.black-cell.net> and WhiteDragon/vloktboky for creating SSGM in the first place or this would not have been possible  
Special thanks to cuddling for the Einstein model. (ripped from Westwood's Renegade Lab Technician )  
The powerups seen in the coop maps were made by r34ch and TheBeerinator  
Map terrain for Soviet Invasion and Return to Invasion by dtrgnd  
The dropoff cinematic was written by metalfej and me  
The badger dropoff was written by Katzsmile and me  
MCV Skin by TheBeerinator

Greetz zunnie

PS: Source Code for our coding members is present

---

---

Subject: Re: SSAPB 2.1 Update 01  
Posted by [halo2pac](#) on Tue, 07 Sep 2010 14:27:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Awesome. Great release! I don't play APB much, but I like that hard work you guys put into keeping the w3d engine alive

---

---

Subject: Re: SSAPB 2.1 Update 01  
Posted by [zunnie](#) on Tue, 07 Sep 2010 14:34:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Gamma will be true ownage and i will port my coop maps to it asap

---

---

Subject: Re: SSAPB 2.1 Update 01  
Posted by [GraYaSDF](#) on Fri, 10 Sep 2010 14:47:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hmmm, sounds good. But what do you think about full campaign missions for A Path Beyond (RA\_Allied\_M01-M... and RA\_Soviet\_M01-M...), zunnie? It is possible? And yes, with feature of cooperative game I like to play cooperative missions.

---