Subject: [MAP] C&C_Airraid
Posted by zunnie on Wed, 28 Mar 2012 16:12:50 GMT
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C&C_Airraid DOWNLOAD: http://ren.game-maps.net/index.php?act=view&id=1420
XWIS: a0000000w
IP: 188.138.84.233
Website: http://www.ultraaow.com

===================================== GENERAL MAP INFO
This map has only Helipads , Repair Facilities and Tiberium Silo's.

Apache's and Orca's have LIMITED ammo!
It has a 60 round clipsize and a max inventory of 300.
Shooting a bullet takes 1 round, shooting a rocket takes 10 rounds.
So you can fire 60 bullets or 6 rockets per clip.
Apache's and Orca's can be refilled on the Helipads when they are
alive.

There is an Aircraft Carrier in the center of the map with an Control Point
on top of it. When your team repairs this CP the Carrier will be under your
team's control and you can refill Orca's or Apache's on the deck saving a
lot of time because you don't have to fly back to base all the way.
The Carrier has 2 controllable Cannons to attack whatever you want.
There is also a weapon spawner on board which spawns some basic weaponry
every 2 minutes.

There are no Havocs, Sakuras, Powersuits or Raveshaws on this map, they are
disabled, so are the superweapon beacons.

The $500 Sniper is equipped with a single shot Ramjet Rifle. This sniper
CANNOT enter Apaches or Orcas, he will get booted from it. You'll have to buy
a Chinook to get the Sniper onboard the Carrier or on the enemy island.
And, the Sniper is limited to 5 for each team, if you are to buy a sniper
and it is the 6th one, you will be refunded your $500 and changed character
to a minigunner.

The air units Orca's, Apache's, and Chinook's CANNOT be repaired with your
repairguns. You MUST use the Repair Facility to repair your helicopter.

I made orca's and apache's cost $700 while the Chinook is very affordable at
only $100. This to promote the use of Chinooks a bit.

The spawn area is protected by Guard Towers that respawn with an 10
minute interval when destroyed to somewhat prevent spawnkilling.

The map played out relatively great with 10 or so people earlier

Created by me, Mauler and Goldy58

==================================== MAPPER RESOURCES
3DSMax8 Source: http://www.ultraaow.com/downloads/C&C_Airraid_3DSMax8_Source.rar
Leveleditor Source: http://www.ultraaow.com/downloads/C&C_Airraid_LevelEdit_Source.zip
C++ Source: http://www.ultraaow.com/downloads/C&C_Airraid_C++_Source.zip

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