
Subject: C&C_Platforms Final BETA

Posted by [UnitXc](#) on Tue, 10 Sep 2013 20:59:13 GMT

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

Finally done the initial work on this map, all thats left is to play it and see what comes out the other side.

A big thanks to MPF Zunnie and Mauler without which id never have gotten anywhere near to half way finishing before I called it a day and gave up.

Base rears

Hut bunker in the middle of the map

Map Centre

Infantry Tunnels

Unit Change log

[GDI infantry]

GDI Officer

- cost - 100 from 175

- Weapon - Ammo - 120 shots per clip

- Weapon - Ammo - Warhead changed from Steel to shrapnel

- Weapon - Ammo - 9 shrapnel damage (2 more than GDI Autorifle)

- Weapon - Ammo - ROF 12 from 10 (apc/buggy ROF)

Rocket Soldier

- cost - 150 from 225

Tiberium Sydney

- cost - 75 from 150

- weapon - Ammo - 75 shots per clip

- weapon - Ammo - 500 rounds total
- weapon - Damage - increased by 50%

Patch

- Cost - 300 from 450

Gunner

- Cost - 500 from 400

Deadeye

- Cost - 750 from 500

Havoc

- Disabled

Powersuit Sydney/Mobius - Cost - 2000 from 1000

- Vitality - 250 skinflesh, 100 heavy vehicle
- Speed - 4.8 from 6

Labcoat Mobius

- Cost - 750
- Weapon - Range - 75m from 50m

(PIC sydney's alt skin is unchanged, is now her default skin)

|Nod infantry|

- Flamer soldier - Weapon - Damage - 3 from 2

Nod Officer

- cost - 100 from 175
- Weapon - Ammo - 120 shots per clip
- Weapon - Ammo - Warhead changed from Steel to shrapnel
- Weapon - Ammo - 9 shrapnel damage (2 more than GDI Autorifle)
- Weapon - Ammo - ROF 12 from 10 (apc/buggy ROF)

Rocket Soldier

- Cost - 150 from 225

Chemwarrior

- Cost - 75 from 150

LCG

- Cost - 350 from 450

SBH - Cost

- 600 from 400
- Weapon - Timed C4 removed

Black H sniper

- Cost 750 from 500

Sakura - Disabled

Mutant Raveshaw

- Cost - 2000 from 1000
- Speed - 6.3 from 6
- Vitality - Health and Armour set to SkinMutant, from Skinflesh/SkinKevlar

(short Raveshaw left unchanged)

Mutant Petrova

- Cost - 2000
- Weapon - Mendoza's Volt rifle
- Speed 6.5 from 6
- Vitality - health and armour set to SkinMutant
- Weapon - Range - 75m from 50m

(she comes as the alt skin to mutant raveshaw under the "Tiberium Evolution" option in the infantry PT, mendoza now has his Alt skin)

Mendoza

- Cost - 750
- Skin - removed model with backpack, Alt skin now only skin.
- Weapon - Range - 75m from 50m

[GDI Ground Vehicles]

All ground vehicles scripted to die should they fall -30 meters from their construction plane

Humvee

- Cost - 300 from 350

APC

- Cost - 450 from 500

MLRS

- Cost - 600 from 450
- Weapon - arc - Rotating Turret
- Weapon - Speed - +50%

Medium Tank

- Cost - 720 from 800

Mammoth Tank

- Weapon - Range - 110 from 100
- Weapon - Cannon - Damage - 82 from 75
- Weapon - Tusk - Range - 60 from 50

[GDI Air Vehicles] - Only purchasable from Helipads at rear of both bases.

Orca

- Cost - 600 from 900
- Weapon - Ammo - 150 round clip, 3 second reload
- Weapon - Damage/Type - Machine gun - 14 shrapnel damage, from 20 Steel damage.
- Weapon - Rocket - Damage - 45 from 30

- Weapon - Rocket - Speed - 50m/s from 30m/s
 - Weapon - Rocket - Range - 80m from 50m
- (all changes apply to the apache also)

Nod/GDI Transports - vitality - 300 Medium vehicle health / 200 Heavy vehicle Armour

|Nod Ground Vehicles|

Buggy

- Cost - 250 from 300

APC

- Cost - 450

Artillery

- Cost - 600 from 450
- Weapon - Splash radius 6 from 12

Light Tank - Cost - 500

- Speed - torque - 10% decrease

Stealth Tank

- Vitality - 300 Medium vehicle health, 100 Heavy Vehicle armour.

Subject: Re: C&C_Platforms Final BETA
Posted by [zunnie](#) on Tue, 10 Sep 2013 21:26:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice, can't wait to play it with a dozen ppl
Good work man

Subject: Re: C&C_Platforms Final BETA
Posted by [liquidv2](#) on Tue, 10 Sep 2013 22:10:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

the unit alterations list is pretty lengthy
what i don't get is why one version of Mobius costs double what the standard lab coat one does
are those 6 functioning guard towers for GDI?

Subject: Re: C&C_Platforms Final BETA
Posted by [UnitXc](#) on Tue, 10 Sep 2013 22:16:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

its twice as much because the powersuits for Mobius and Sydney have 100 heavy vehicle armour

and 250 normal soldier health, (as it states up there) meaning they are practically immune to small arms fire and splash damage , im hoping they can still be sniped and killed though.

i havent tested it yet so, i dunno.

Edit

and yes those are 6 functioning guard towers for GDI. they hurt like a bitch but wont last very long since they stick out like a sore thumb.

Subject: Re: C&C_Platforms Final BETA
Posted by [liquidv2](#) on Tue, 10 Sep 2013 22:52:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

GDI is probably going to rape like crazy with the way you have it set up
it will be interesting to see

Subject: Re: C&C_Platforms Final BETA
Posted by [ehhh](#) on Tue, 10 Sep 2013 23:03:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

interesting map to be fair!

whats the credit intake?

also 2k for a char seems pretty steep

looks like its pretty narrow for vehicles too, but cant see much from the screenshots

Subject: Re: C&C_Platforms Final BETA
Posted by [UnitXc](#) on Tue, 10 Sep 2013 23:28:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

if they rape too hard then i'll need to change things, all the numbers are just baselines, they arent set in stone

Also flamers in narrow corridors where you cant escape them? doomed.

though again, cant be sure, i really dont know what will happen, my guess is it depends on who has the best orca/apache pilots

and the tunnel you see the SBH standing in front of can fit 3 mammys and a humvee side by side, with no room for anything else to get past.

Subject: Re: C&C_Platforms Final BETA
Posted by [Xpert](#) on Wed, 11 Sep 2013 10:13:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

I wouldn't of done all those infantry changes except for some price changes. A lot of it seemed a little too much and excessive.

And that middle bunker is just asking to be used to snipe whore into the bases.

Subject: Re: C&C_Platforms Final BETA
Posted by [liquidv2](#) on Wed, 11 Sep 2013 11:15:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah; as i saw that, i thought back to the days of MSGTPain (pre-cheating)
if he had a wall to hide behind and jump shot from, everyone was dead
might wanna make the walls a little bit higher so people can't jump and fire over them, and/or
make little gaps in the barriers where people can fire from

regarding the price changes - some of the stuff is probably sensical, but others would make more sense on some of the stock maps and not necessarily this one

that's why i said it will be interesting to see
it might work perfectly for all i know

Subject: Re: C&C_Platforms Final BETA
Posted by [UnitXc](#) on Wed, 11 Sep 2013 16:25:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

i wanted that place up the top to be somewhere snipers could go. otherwise whats the point in it?

I understand you may not agree with some stuff, and I might actually agree with you on raised points, but only after the map has actually been played on, theres no point discussing balance stuff until then really.

and yea liq you may be right on the changes for stock maps vs this map, but we just dont know needs to be played. and then we can say "well that was a bad idea doing x" lol

Subject: Re: C&C_Platforms Final BETA
Posted by [liquidv2](#) on Wed, 11 Sep 2013 20:39:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

exactly; we're just hypothesizing lol

all i'm saying is i can imagine sniper nerds getting up top and basically controlling the game by

headshotting all of the enemy's infantry with that uncannily good cover

Subject: Re: C&C_Platforms Final BETA

Posted by [UnitXc](#) on Wed, 11 Sep 2013 20:55:27 GMT

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

Id agree more if it was full of sakura's or havocs with ramjets, but since there wont be ramjets, 500 snipers are much less noob friendly.

in my limited experiance of sniping and sitting next to snipers/listening to global/team chat its much less likely for a noob sniper to have a black hand sniper or a deadeye, and most of the actually good snipers seem to actually prefer the 500 sniper anyway but are forced to use ramjets because they are op to the max and a random noob in his first day on ren can use one and click on you and you lose a million hp. lol.

Subject: Re: C&C_Platforms Final BETA

Posted by [Sean](#) on Wed, 11 Sep 2013 22:14:32 GMT

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

I love the design of the tunnels, as we discussed previously, I'd love to trial this in TmX when the proper modifications are made to it.

Nice release mate.
