

TA Spring Map Concept: Combined Assault

Concept

Promote the use of large air drops behind enemy lines along with a big frontline battle. The wide open front line should be designed to prevent porcing early on. However a narrow fall back position should be available but at the expense of giving up a LOT of metal. Several zones behind the enemy lines should be available so you can air drop in troops. These air drop zones should be hard to defend and be unique so only certain types of units can move from the landing zones into the enemies area. There should be several zones along the sides of map that provide “safe” passages for the air transports from ground based anti-air.

Player Roles

The map is ideally 4v4, 3v3 minimum and 5v5 maximum. The design of the starting spots and their location what will determine what type of units each player goes.

- 1 player will be forced to go air on an elevated platform. They should supply transports for air drops as well as fighters and bombers
- 2 players start up the front and have only metal spots in front of them so they have to expand outward. Terrain in frontline should be designed to give advantages to both vehicles and kbots.
- 1 player starts between the players at the frontline and the air based player. They will have rich metal and geothermal spots to build a strong economy. Their role will be to defend against air drops and provide support to the front line. They should also supply units for air drops. Should also build the expensive units like nukes and anti nukes for their team. This will enable the other players to hopefully concentrate on making units

Starting Zones

Frontline Left: 3 or 4 metal spots packed close together. No metal spots behind. One geo spot

Frontline Right: 3 or 4 metal spots packed close together. No metal spots behind. One geo spot

Economy: Extremely rich and plentiful metal spots. Probably 2 geo vents. The spots should be clustered together tightly so that it makes a nice target for the opposition’s bombers. Mexes close to geo vent. This zone should also be covered in trees to slow the initial expansion of the economy players base so they can’t rush out nukes too early and also make it hard for them to establish extensive defenses from air drops. If they do not take care in clearing out trees the opposition can set fire to the forest and burn the Economy player’s base to the ground. Happy times. In summary big rewards for taking this spot but also big risks. The Economy spot should be positioned that an anti nuke covers Air Platform and Frontline bases.

Air Platform: Enough metal spots to support a strong economy. Maybe one geo vent. Should NOT be able to have a stronger economy than the person starting in the Economy zone. The platform should be large enough to support a decent sized economy. Possibly multiple smaller platforms. Platform should be high enough so that lvl 1 arty can not reach the elevated platform. Lvl 2 arty and missiles should be able to fire onto the entire platform. Missile hovers should also be able to reach it.

Expected Gameplay

Phase 1: Rapid expansion from the front line people. Skirmishes to start at the front line. Economy player will take a while to get established due to the need to clear trees. Maybe some small air drops happening

Phase 2: Frontline established. Probably a dead man zone forms due to Guardian fire. Large air drops occur and the frontline players have to worry about two fronts. Economy player gets going and starts making lots of units.

Phase 3: Strong anti-air defence established to prevent air drops. Large fighter groups also prevent the air drops and the game starts to turn towards the super weapons.

Phase 4: Bertha and nuke battles begin maybe some mech action as well

Terrain Features

16x16 or 20x20 map. This map will probably have a lot of “dead” space to allow for safe passage of air transports.

Map should play Top vs Bottom

One air drop zone that can only be crossed by hover craft. i.e. there is a section of water that can only be crossed using hovercraft or amphibious vehicles

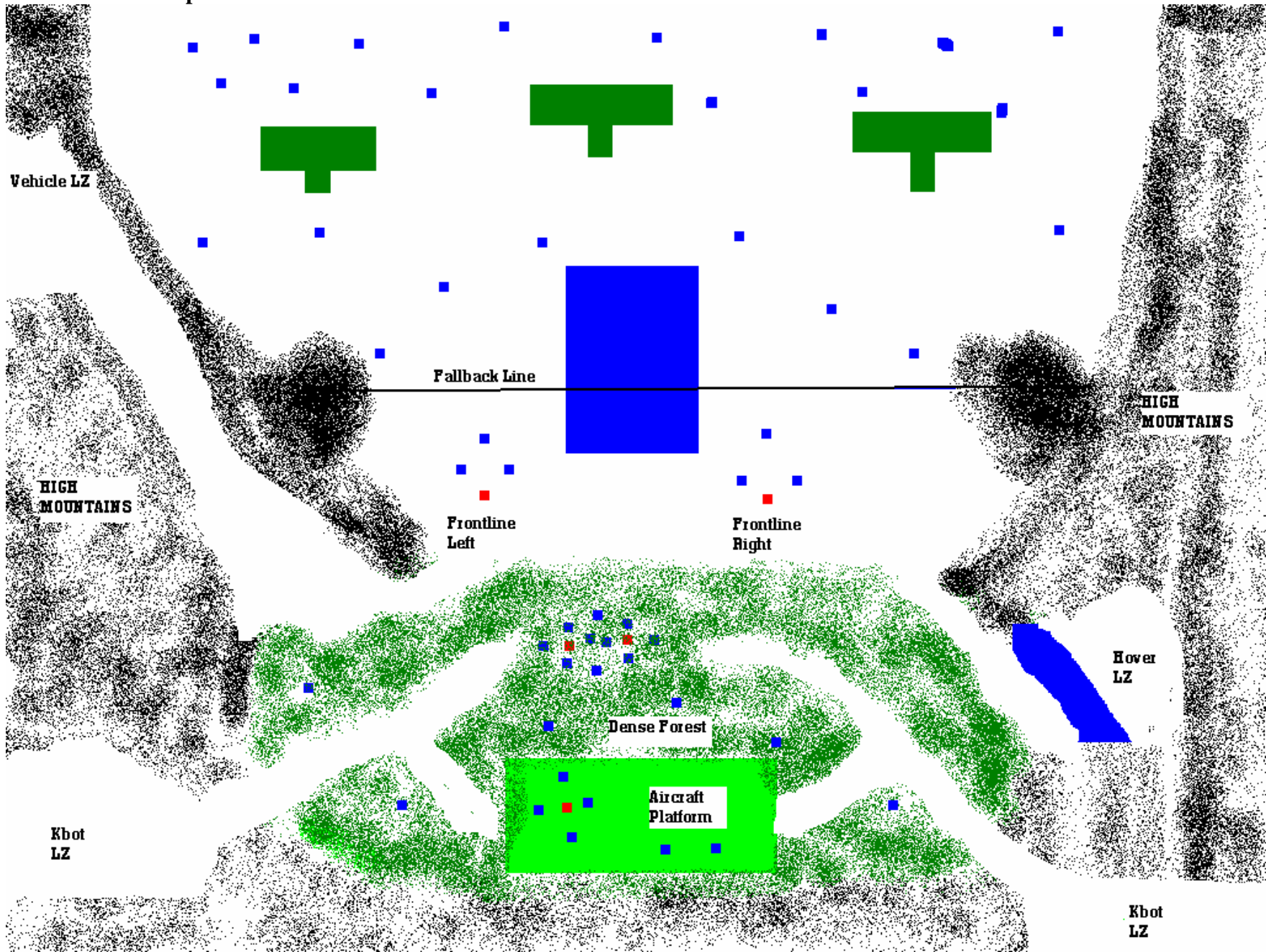
Lots of trees to make a dense forest. Pre-made paths in the forest to the back of all starting positions. This will cause the frontline and economy players should have to fight on two fronts. Might have to clump the trees together in different places so a single fire doesn't burn everything.

Terrain textures similar to Tangerine and Small Supreme.

High mountains should be similar to whats in that terrible porcing map which I can't remember the name of.

Raised features at the frontline similar to whats in Crossing 4 Final.

Sketch of Half Map



Legend

Black Dots: High mountain terrain that NO ground based units can cross. Including mechs

Green Dots: Trees

Blue Squares: Metal spots. Will need to balance them out

Red Squares: Geothermal vents

Large blue shapes: Water. Should be deep enough so only hovers and amphibious can cross

Dark Green shapes: Slightly elevated terrain

Light Green rectangle: High elevated terrain