

Beachhead

for Command & Conquer 3 Kane's Wrath



Picture 1: Establish a beachhead, Commander!

Version 1.0, released 4th of October 2008

Installation

Move the "Beachhaed"-folder into your C&C3 map directory:

- On Windows XP you will find it generally at "C:\Documents and Settings\[your name]\Application Data\Command & Conquer 3 Kane's Wrath\Maps"
- On Windows Vista that is usually "C:\User\[your name]\AppData\Roaming\Command & Conquer 3 Kane's Wrath\Maps"

In some cases the directory is somewhere else on the hard drive. In that case simply search for the folder "Command & Conquer 3 Kane's Wrath". Typically you will get three results for your system: The installation directory, your save game directory, and the directory mentioned above containing the "Maps"-folder.

Please notice: You might have to run the game once from your Windows profile and choose a player name in order for C&C to create the folders.

Roots

While playing Crysis I realized that Command & Conquer 3 had a lot of stuff reminiscent of the eye candy shooter. So I thought it would be cool to recreate part of the game by creating a single player mission in C&C3 by giving the player just a GDI Commando to wreak havoc.

Unlike "Uphill Struggle" with this one I didn't plan anything in advance. So I started doodling with World Builder and soon I realized that what I had drawn could easily be turned into a

fun six player multi-purpose asymmetrical multiplayer map. The rough cut took just a day, finishing and adding details another two. That was a drastic change from the months of work spend on the six player opus "Uphill Struggle" and felt quite liberating. The original idea was dropped in the process, but of course it is still out there...

Battleground Reconnaissance

Layout



Picture 2: The Beachhead Map with starting locations for 3vs3 (letters) and 2vs2vs2 (numbers)

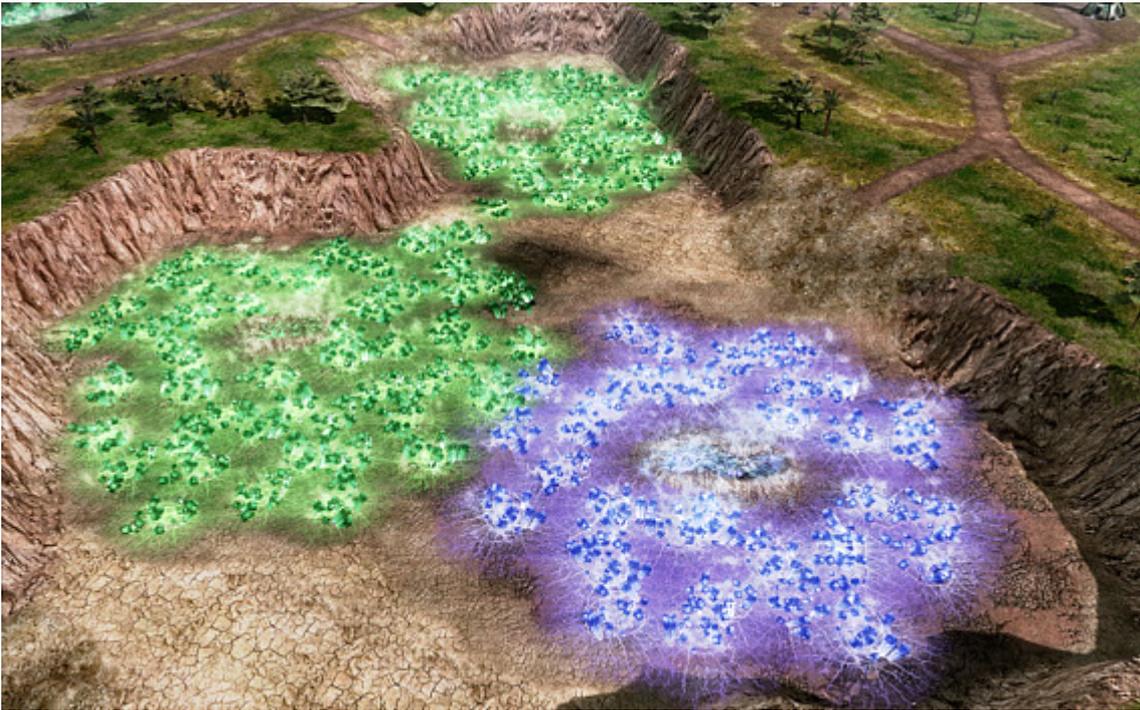
The map is not as symmetric as the original C&C maps, but you can roughly mirror it along the diagonal axis from the north west to the south east corner. Four players start on the beach, two on the rocky rim in the south east.

3vs3 Teams should be assembled to play from the south west (A) vs the north east (B).
Playing 2vs2vs2, there should be one team in the north west beach (1), and the other two teams (2 and 3) with one player at the beach and one next to the mountains.

Last but not least, free for all can also be fun.

Please keep in mind, that total balance can only be achieved with totally symmetrical maps, so I do not recommend this maps for any kind of competitive play whatsoever.

Resources



Picture 3: A Tiberium Pit

Each player starts with a medium green field and will be forced to invade the heart of the island to secure at least one of the three “Tiberium pits”. Each pit features two green and one blue Tiberium chasm.

Tech Buildings



Picture 4: Tech Buildings

Tiberium Spikes can be found next to some villages on the island. Most of them can be easily guarded by garrisoning the nearby shanties. There is a total of nine Tiberium spikes on the map.

EMP-Centers are the other type of Tech Building on this map. One can be found on the north western hook, a second in the south east next to the mountains.

Strategic Suggestions

1. Quickly garrison structures next to important tech structures to secure them for you and your allies. Know the map!
2. Do not turtle! Take at least one of the Tiberium pits as soon as possible.
3. Keep your infantry (especially engineers making their way to a Tib Spike) out of the Tiberium pits!
4. Beach players must control any hooks that might be in range of our base, otherwise artillery can bombard it from a safe and sound spot.
5. Same goes for Tiberium Pits, but here it's the harvesters who are in grave danger.

Final Comments

Thanks to wartek & Arg0 for testing the Map.

If you encounter any bugs with this map or want to inform me of a mod contact me at captain@startrek-journey.de.

Other Maps

If you liked this map, watch out for my other maps from e.g.

<http://www.cncgeneralsworld.com>:

- **Uphill Struggle:** The one and only 2vs4 map to take that "Unfair Advantage" experience to the next level, stuffed with tons of eye candy. An monumental map that took hundreds of hours of work from start to finish. Kings of the Hill, unite!



- **Fields of Isis:** Ever wanted to play that legendary piece from Supreme Commander in Command & Conquer 3? Now you can!



- **The Shaft:** You want more Kane's Wrath exclusive ice maps? Take this: Medium paced, highly tactical and massively cool!



- **Oasis Endgame:** The 3vs3 boredom stops now! Let's face it, the additional 3vs3 maps from Kane's Wrath just are no fun at all. But this one is fast paced, totally original and depth tested.



Changelog

- Nothing yet

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