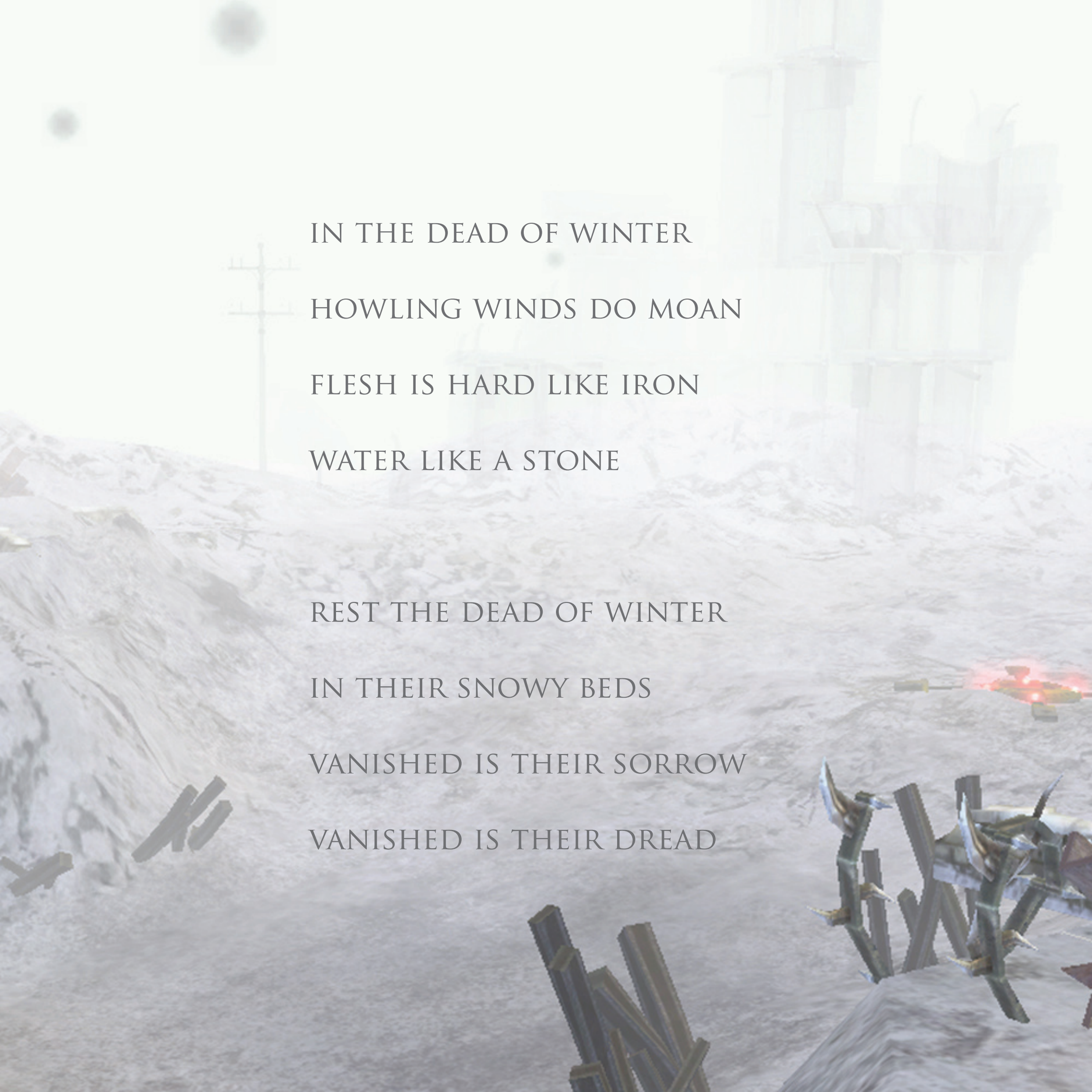




DEAD OF WINTER

by Ira Aduro

The background is a desolate, snowy landscape. On the left, a utility pole stands against a pale, overcast sky. In the distance, a large, multi-tiered structure, possibly a lighthouse or a tower, is visible through the haze. The ground is covered in snow, with some dark, jagged rocks or debris protruding in the foreground. The overall atmosphere is cold and bleak.

IN THE DEAD OF WINTER
HOWLING WINDS DO MOAN
FLESH IS HARD LIKE IRON
WATER LIKE A STONE

REST THE DEAD OF WINTER
IN THEIR SNOWY BEDS
VANISHED IS THEIR SORROW
VANISHED IS THEIR DREAD

FOREWORD

It's been over 8 months since I started Dead of Winter. Back then it didn't even have a name. I planned on getting it out within two or three months but real life has a habit of changing plans. So, after lying dormant for 4 months I recently picked this map up and pressed on. The final map looks nothing like the original idea. My personal goal for this map was to develop some non-Mission Editor height-mapping skills. I got away easy with Hell Beneath. The only height-mapping kungfu I had to do was with the two ramps into the base area. Everything else was done in ME with the brushes. This time around I relied heavily on Adobe Illustrator as my main heightmap creator/editor with Photoshop coming in a distant second. Photoshop or GIMP is the normal choice for making heightmaps but for reasons I will make clear later, Illustrator was the best choice for this map.

Making the dam curve brought about the first and most obvious problem I ran into. The cell size/resolution of the height-map is such that true curves are impossible to achieve by height-mapping alone. The dam's curve was jagged especially when the curve was made in Photoshop. To achieve the cleanest possible lines I switched from Photoshop to Illustrator. Also, it is impossible to achieve the desired curve of the dam I wanted by using the gradient tool in Photoshop or Illustrator. The solution I came to was creating individual curving lines that were half a height different from the preceding one. This let me have extreme control over the curve of the dam. This solution required smoothing out in ME as well.

Finally, Illustrator allows greater control over gradient "objects" like the narrow pass from the base area to the area below the dam. For non-organic height-maps, vector programs like Illustrator are hard to beat. However, when it comes to creating naturally occurring height-maps, pixel based programs like Photoshop are the only choice. To see images from the various stages of this map please visit the map thread on RelicNews.

<http://forums.relicnews.com/showthread.php?t=174340&page=7&pp=15>

INSTALLATION TIPS

Extract and drag the 'Data' folder into your DXP2 folder in the main install directory.

There are actually two maps, 'Dead of Winter' and 'Dead of Winter SE.' The 'SE' stands for SCAR Edition. The 'SE' map will be with the 5 player maps since there is a 5th player slot for the AI who controls various units in the map.

LEGAL STUFF

No one likes legal stuff but then again, no one likes their stuff misused. This is a map for the community. So share it with your friends. Recommend it to your enemies. Play it 5 times a day. Just don't modify it or claim that it's yours. Also, when sharing, please include all files that were in the original .zip. This would include the custom load screen. If you want to include this map in a mappack, be sure to notify me via the email address listed below.

COMMENTS

I'd love to hear from you. Please send me comments, positive or negative. Let me know your thoughts so my next map can be a step above this one.

CONTACT INFO

dsiglin@gmail.com

STRATEGY

Knowledge is half the battle. Pour over the tactical maps on the following pages and craft your master plan. Each map displays critical knowledge every commander should know before going into battle. Know your enemy, but just as importantly, know your battleground.

There is a lot of cover in Dead of Winter. Use it often. Ramps and wide, open ice flats are negative cover. Avoid getting caught on them. If you get caught on a these, pull back and lure the enemy onto it. Trees provide some cover. It's best to use craters but any extra cover helps. The arches in front of the base areas are negative cover. You are vulnerable and exposed. Whatever you do, plan carefully as victory is a coy mistress.

For a fully strategic experience I recommend you play this map with the DoW40K: Firestorm over Kronus mod. You can find the latest version of the mod here:

<http://forums.relicnews.com/showpost.php?p=2144411&postcount=1>

The mod forums can be found at:

www.fok.dow-mods.com

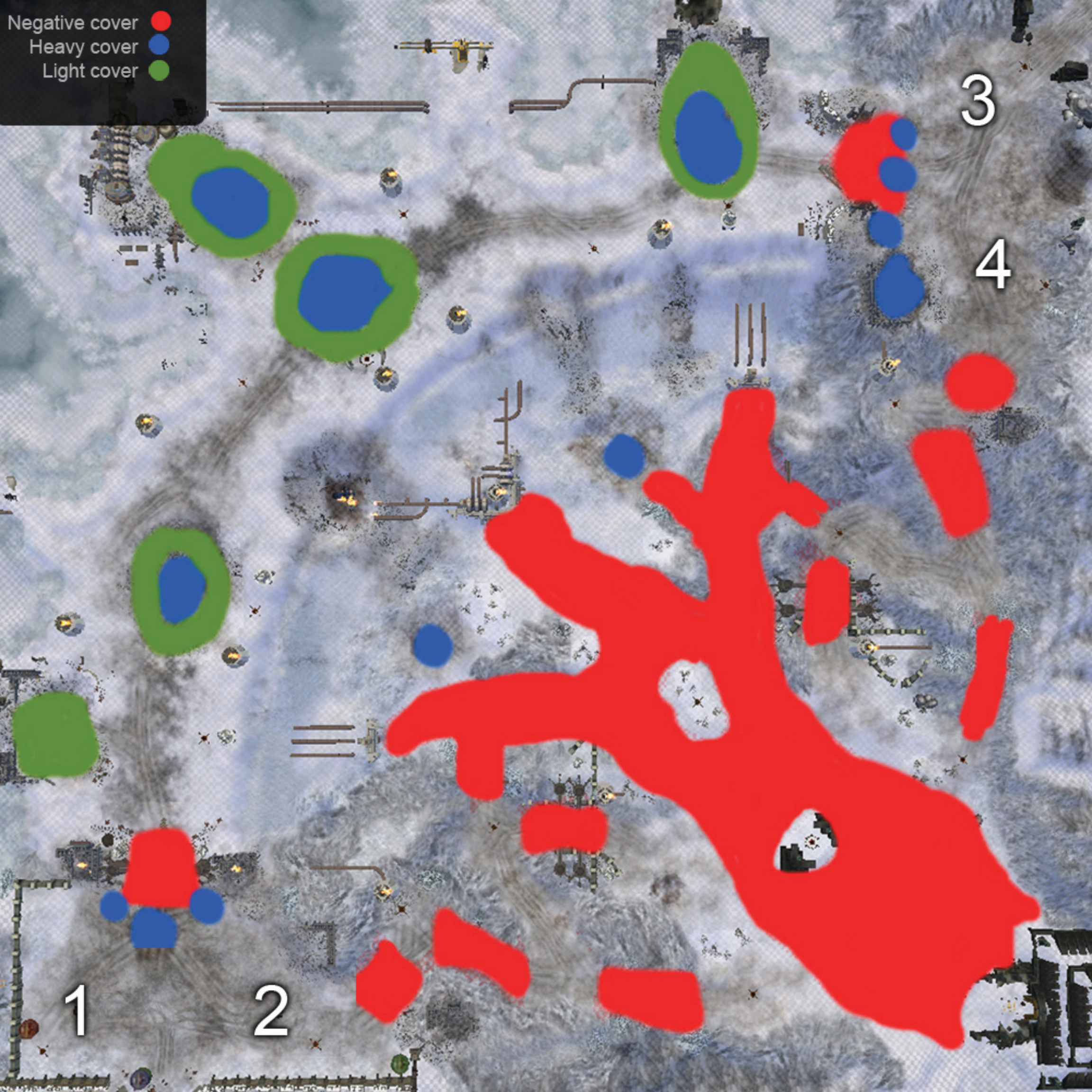
A note about the tactical maps: the first one is self explanatory. The second map displays cover. The final map is an overview of the entire map without any kind of notation.

Take this knowledge and use it well. Victory is fleeting. Defeat is forever. Go forth and conquer.

- Strategic point ●
- Critical point ●
- Relic ●
- Slag deposit ●



Negative cover ●
Heavy cover ●
Light cover ●



1 2

3 4



3

4

1

2

CREDITS

Give credit to whom credit is due.

Thank you to Fuggles for making the SCAR script for the SCAR Edition of this map. You let me pick your brain when I had problems with SCAR. Thanks for your patience and help. Thank you also to Argonaut for pointing out CPU locking. That saved me many gray hairs.

Thank you to Relic for making this map possible. The modability of DoW is the reason I've been playing it for these past two years. Hoping the best for DoW2 moddability. At least there will be a map editor.

Thank you RelicNews forums for giving me a place to discuss DoW and get feedback on this map.

Thank you DoW40K:Firestorm mod team for also letting me create a thread on their forum for the discussion of this map, and for the excellent mod they have made. You guys are great to work with.

Thank you to coffee. You are the fuel for my engine.

And a big thank you to my wife for letting me finish this before starting on wedding photo post-processing. :)

TESTERS

Thank you to the following people for their feedback and critique of this map. Without their comments I would not have been able to refine the map into what it is now. They were my sounding board and for that I am very grateful.

Vol907

Mirage Knight

Jaguar-Lord

s1_ONE

Khorney

Akranadas

Zany Reaper

Sentinel

mdcertainty

wereturnip



Ira Aduro

Dead of Winter map and “Black Mage” logo copyright David Siglin 2007. Please feel free to distribute this manual but do not modify it in any way or claim that it is your work. I spent a Thursday evening making this PDF so be nice.