



wAvA-IX-Forgotten Heroes CoOp Campaign

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Troubled Times as a World yet again Struggles Against Darkness

Fury's Forgotten Heroes... Is now remade and remembered in Warfare Axis vs Allies...
 Follow Fury and His band of Heroes as they take on the evil powers of darkness.
 Battle Nazis and their foul creations as you struggle to bring Light back to the land.

Your Heroes enter at the end of Ruriks field, keep them alive and they will continue to join in battles along the campaign.

Good Luck have fun and thanks to Fury and all the past maps that were compiled edited and revamped for this plugin.. also thanks to JonGod for some map detail texturing, PointT for pregames, edits and tagset... DitWidget, BigBrother and others for beta testing.

Enjoy the fight, and Fury thanks again for all your hard work!!! when we started this compilation of maps I thought it would be good testing ground for warfare I didn't realize how epic it would become... over 20 levels of mything goodness ...keep up the great work.... PointT.

This has been a lot of fun, I hope you all appreciate the hard work of the many people involved. My initial goal was to compile some great maps that were not played often enough, and that has led to a great campaign to test and refine the wAvA unit tagset. Special thanks to Point and Ditwidget, whose patience and encouragement are the only reason this plugin exists. - Fury

Fury's Forgotten Heroes Requires Myth 1.72 or newer, and wAvA-WarfareTagset to play. <http://tain.totalcodex.net/authors/show/548>



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All this is possible thanks first to Bungie, and secondly to Project Magma for all their great updates to the game.

Saddle up Lock and Load!



Original meshes: Modified by Fury

00: Tutorial - Bungie

01: Harbour - Kakel - <http://tain.totalcodex.net/items/show/harbour-1-2>

02: Middle of Nowhere - Jega

03: Jinn - Mixed Blessings by Soma <http://tain.totalcodex.net/items/show/jinn>

04 - Chimera - The Messenger <http://tain.totalcodex.net/items/show/chimera>

05 - Plane Error - Unknown Author

06 - D-Day H-Hour - Unknown Author

07 - Battle of the Hedgerows - Unknown Author

08 - Cloudspine - Bungie

09 - Jungle Forts - Battlenipple

10 - Acid Bath - Battlenipple

11 - Fortress 666 - Battlenipple

12 - Heroquest - Fury

13 - Wastelands - Battlenipple

14 - Distant Sands - Midnight <http://tain.totalcodex.net/items/show/distant-sands>

15 - ThornCastle - Fury

16 - ThornCastle - Fury

17 - ThornCastle - Fury

18 - ThornCastle - Fury

19 - Chimera - The Healer

20 - ThornCastle - Fury

21 - Magma: Twilight of Idols - Mauglir

22 - IX Corps - Fury

Scenery from: Alien dark tides, Jinn, Fury, Sillek, TSG, Chimera, LoE, Fallen Lords, Sotb, and others

Detail Textures Created by Point, Jon God, Fury and Project Magma

Thanks to: Soulblaster, Myth Addicts, Project Magma, The Nine, The Package, ONYX, Mariusnet, and most of all ARMY.

And the makers of: Myth, WW2, Chimera, Jinn, ADT, and Line of Fire.

and again thanks to: Fury, Point, Ditwidget, Big Brother, and all who helped test...

Originally compiled by Fury IX 2006, recompiled and amplified by Fury IX and Point 2012
