



wAvA-IX-Forgotten Heroes CoOp Campaign

-----Read Me-----

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>



-----x---x---/---x---x---x---\---x---x---

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!

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----



---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

A Forgotten Past

Time passes and memories fade... though some stories should not be forgotten some heroes forever remembered for their deeds have nudged the fates of the world to where we stand today. Its time we remember some forgotten heroes...

---X-----x-----x-----X-----x-----X---
-X-----x-----x-----X-----x-----X---

Ashes to ashes dust to dust

Death comes to us all at some point, though war tends to hasten its arrival and weapons determine the horror of our demise ...

---X-----x-----x-----X-----x-----X---
-X-----x-----x-----X-----x-----X---

The delights of oasis's fade

Paradise is lost much easier than found, the contrast between the hot desert sun and watered shade breeds a loud reminder as the heat drains each step...

---X-----x-----x-----X-----x-----X---
-X-----x-----x-----X-----x-----X---

Moist Lips

A cold dark night, the smell of death floats on the mists, its stench condensates on our weapons ...

---X-----x-----x-----X-----x-----X---
-X-----x-----x-----X-----x-----X---

Best laid plans

in the heat of the night pleased calls turn to screams as gun fire echoes

---X-----x-----x-----X-----x-----X---
-X-----x-----x-----X-----x-----X---

Hued Sands

The stains deepened as the beach came alive with death ...

---X-----x-----x-----X-----x-----X---
-X-----x-----x-----X-----x-----X---

Thorns and thistles

Bites and stings as the pricks lash out ...

---X-----x-----x-----X-----x-----X---
-X-----x-----x-----X-----x-----X---

The belly of the beast

A hungered roar deadened the crowd, one things dinner bell is another's scream ...

---X-----x-----x-----X-----x-----X---
-X-----x-----x-----X-----x-----X---

Closer to the flame

When the sun burns it does it from a "safe" distance, though a burn is a burn no matter how close or far ...

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

Rods and staffs

Inspirations to heights of valor are sometimes as simple as a curl of a lash ...

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

Easy come easy go.

Fingers loosened a grip lost... Letting loose is sometimes the only way to keep hold ...

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

A test of sanity

Courage can be as complex as losing ones mind or as easy as finding it...

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

Fallen friends

When we stumble it is nice to have those that would pick us up...

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

Rain Must fall

Into every life they say... though what if theres only sun

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

Trodden path

To march in step, in stride or to a different drum

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

Worth dying..

In life some things are worth living for...

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

Out of the frying pan..

Getting out of one heated situation may lead to another...

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

A study in courage...

A test of faith and wills leads too settled fears....

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

Fortunes smile...

Theres no happiness when the wicked laugh

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

Evil Lurks...

In the shadows chances fade

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

Disappointments divide...

Fears may multiply in the face of the unknown

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

Souls blight...

When darkness wakes all must rise from slumber....

To victory and the future we salute, and we sacrifice.

---X-----x-----x-----X-----x-----X---
-X-----x-----X-----x-----x-----X-----

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 - Rahvin

06 - D-Day H-Hour - Klompton

07 - Battle of the Hedgerows - Klompton

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

