

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, PoinT 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.... PoinT.

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





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!



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...



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 ...

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...

Moist Lips

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

Best laid plans

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

Hued Sands

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

Thorns and thistles

Bites and stings as the pricks lash out ...

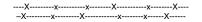
The belly of the beast

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

Closer to the flame

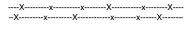
Closel to the hame
When the sun burns it does it from a "safe" distance, though a burn is a burn no matter how close or far
XXXXX
Rods and staffs
Inspirations to heights of valor are sometimes as simple as a curl of a lash
X
_XXXXX
Easy come easy go.
Fingers loosened a grip lost Letting loose is sometimes the only way to keep hold
XXXXX
A test of sanity
Courage can be as complex as losing ones mind or as easy as finding it
XXXXX
Fallen friends
When we stumble it is nice to have those that would pick us up
X
_XXXXXX
Rain Must fall
Into every life they say though what if theres only sun
XXXX
Trodden path
To march in step, in stride or to a different drum
XxXXXX
Worth dying
In life some things are worth living for
XXX
_XXXXXX
Out of the frying pan
Getting out of one heated situation may lead to another
XXXXX
A study in courage
A test of faith and wills leads too settled fears
XxXXXXX
Fortunes smile
Theres no happiness when the wicked laugh
XXXX
-XXXXX
Evil Lurks

In the shadows chances fade



Disappointments divide...

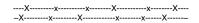
Fears may multiply in the face of the unknown \ldots



Souls blight...

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

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



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

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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