

NEXUS V2 CHANGELOG

-WhiteFlashReborn Updated 10-1-19

This document is outdated as of 10-1-19, please see

https://www.youtube.com/watch?v=pJ6k0XU_DMg&feature=youtu.be

Overall this map is looking very solid, its complexity has shown in many games that I have been Obsing. This maps playability in tournaments should be strong to very strong, will be excited to see it when tournament organisers are ready to allow it in. The changes are reflected from what has been seen and conversations w players. This map is not yet final as more quality can be squeezed into it. So more specific feedback is always welcome, feel free to PM me on COH2.org or steam. Thanks very much to everyone who sends feedback and continues to support my work. Cheers!



Created by WhiteFlashReborn

Misc: pathing improved overall, art modified in some areas such as the south

Cleaned up this area, removed the pipes that go between the fuel tank and the powerplant, other cover modified and improved



The left building shown has its health reduced, hedgerow added to the north of this building that half covers the VP with a MG, fuel tank moved and the general layout modified for better pathing and interaction w units



To the left of this building a hedgerow was added that half covers the building if the fence is destroyed



The wall cover on the left of this screenshot has been moved to allow more contestation of fuel&VP
also hedge added to north of the building near VP and fuel so VP can be capped



Removed some of the gantry touched up some of the area around the train wrecks



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This area also modified and improved



Fixed the crates next to each muni on both sides so that you can take cover behind them now properly

