



Description:

The Commander Survival Kit (short C.S.K.) is an Sim Mod for the Game Supreme Commander Forged Alliance. It adds these following Features:

Reinforcement Manager:

With this Manager you are able to call in Land, Air, Naval or Space Reinforcements on the Map.
Note: Space Reinforcements requires the activation of FBP Orbital for access

Fire Support Manager

With this Manager your are able to call in Fire Support on the Map.
For example Air Strikes, Drop Defenses, Artillery Barrages, Missile Salvos or Beams

Helpcenter (Tutorials):

Here you can find some Video Tutorials about the following topics:
How to call Land Reinforcements?
How to call Artillery Barrages?
And several more

Note:

Some of the Tutorial Videos in the Help Center are probably outdated in Version 2.0
I will Update them in an following Version

What is new in Version 2.0?

As an Major Release Version 2.0 includes several new Features and Functions.
Some of them can change the Gameplay Experience with the Mod.
Others will Lock/Unlock new callable Stuff for the Player in an Match and can be set with an Lobby Option.

The List below gives you an General Overview about the new Features in Version 2.0:

12 new Lobby Options

These 12 new Lobby Options, which can be Managed in the Lobby will be available for you:

- Drop Turrets and Devices
- Land Reinforcements
- Air Reinforcements
- Naval Reinforcements
- Air Strikes
- Air Strike Mechanic
- Point Generation Centers
- Point Storages
- HQ Communication Center
- Experimental Reinforcements
- Experimental Air Strikes
- Kill Point Reward System

UI Improvements:

Support Panel



The new Support Panel for the two Main Buttons of both Managers has been added to the Mod, which comes with an improved Point Overview Display. Compared to the previous one you have now access to these following Informations:

- Tactical Point Storage
- Tactical Point Income
- Reinforcement Point Storage
- Reinforcement Point Income

Reworked Layer Button UI

All 4 Buttons to open the different Reinforcement Managers have been added directly to the Header.




Switchable Techlevel Sections

The Land, Air and Naval Reinforcement Managers are now coming with 4 switchable Techlevel Sections:

Tech 1, Tech 2, Tech 3 and if enabled in the Lobby Experimental

These Sections are now including the Units specific for these Techlevels only as callable Reinforcements.

You can switch the Sections with the  Buttons

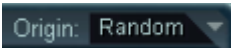


Squadron Size Sliders for callable Air Strikes:

The Squadron Size of several callable Air Strikes can now be set with an specific Slider. So you can set the Squadron Size of some callable Air Strikes between 1 -15 Air Units. But that is actually depending on the Air Strike Type of course.



Origin Combo Box



You will be able to set the Spawn Origin of these following callable Features in Version 2.0:

- Air Reinforcements
- Air Strikes
- UEF Drop Defenses
- UEF Land Reinforcements
- UEF Naval Reinforcements

The Options are North, South, West, East and Random

Campaign Options Manager



If you play the Campaign in the Steam or CD Version of the Game.

You can now set all Lobby Options with this Manager at the beginning of each Mission.

The Game will be automatically Paused so you have enough time to set your Options.

The First Campaign Mission „Black Day“ has been modified. So the Faction Selection Window has been replaced with the access of the Faction Selection Option in the Mission Briefing. Note: The Installation of the included CSKMainMenu.scd is required to make it functional.

Callable Experimental Air Strikes (Optional):



In Version 2.0 Each Faction has get access to an Experimental Bomber Air Strike. However there are usually not callable by Default. So you will need to set the following Lobby Option „Experimental Air Strikes“ to „Callable“

Callable Experimental Reinforcements (Optional):



In Version 2.0 Experimental Units will be callable as Reinforcements, which have an different appearance Sequence. The UEF will deliver their Land and Naval Experimentals with an Squadron of Cargo Gunships.

For example: the Monkeylord, Megalith, Fatboy, Ahwassa, Soul Ripper, Atlantis and more. However there are usually not callable by Default. So you will need to set the following Lobby Option „Experimental Reinforcements“ to „Callable“

Naval Reinforcements Manager:



Naval Units of all Techlevels will be callable as Reinforcements in Version 2.0.

For example: Submarines, Destroyers, Cruisers, Frigates, Battleships or even Aircraft Carriers.

You will be able to manage the access to each Reinforcement Manager in the Lobby with these following Lobby Options: „Land Reinforcements“, „Air Reinforcements“ and „Naval Reinforcements“

Callable Drop Defenses



Each Faction is now able to call in 2 different Drop Turrets and a Drop Supply Station on the Battlefield. All three have access to Enhancement Upgrades which gives them new Weapons, Abilities or other Improvements. There will be callable from the Section Drop Defenses of the Fire Support Manager. Of course you can Manage the Access to them with these following Lobby Option: „Drop Turrets and Devices“

Support for more Structure related Gameplay:

Version 2.0 includes 3 new Lobby Options which gives your Access to 5 special Structures. Each of them has an purpose, which makes the Gameplay with the Mod much more Structure related. Or they give you an additional Boost if needed.

Point Generation Centers



Each Faction can build two new Tech 2 Structures which generates Points for both Managers.

Reinforcement Center = Point Generation for the Reinforcement Manager

Tactical Center = Point Generation for the Fire Support Manager.

Each Player can only build 5 of both Centers in Total and each of them will Increase the Point Generation Rate with 1 Point. You will notice that they will disappear from the Buildlist if you have build 5. But don't worry once you have lose one or multiple of them they will be buildable again and reappear in the Buildlist. However these two Structures are usually not buildable by Default. So you will need to set the following Lobby Option „Point Generation Centers“ to „Buildable“

Point Storage



Each Faction can build two new Tech 2 Structures which is able increase the collectable Points for both Managers.

Reinforcement Point Storage = Increase the Maximum of collectable Reinforcement Points

Tactical Point Storage = Increase the Maximum of collectable Tactical Points

Each Player can only build 1 of both Storages in Total and each of them will Increase the collectable Point Storage with 1000 Points. You will notice that they will disappear from the Buildlist if you have build 1. But don't worry once you have lose them of them they will be buildable again and reappear in the Buildlist. Both Structures can be Upgraded from Level 1 to Level 5 which Increase the collectable Point Storage with 1000 However these two Structures are usually not buildable by Default. So you will need to set the following Lobby Option „Point Storages“ to „Buildable“

HQ Communication Center



If you set the Lobby Option „HQ Communication Center“ to „Buildable“. You will notice that the two Main Buttons for both Managers are disabled/locked in the Support Panel. Each Player is able to build only one HQ Communication Center in an Match, which is an Tech 2 Building for each Faction. Once you have build it it will unlock/enable both Main Buttons, which gives you the Access to both Managers. However keep in Mind if you lose this Structure you will lose the access to both Managers again. So make sure to Defend it at all cost or rebuild it if you have lose it.

New callable Air Strikes and new regular Air Strike Mechanic



Each Faction will get access to 5 new callable Air Strikes:

- Torpedo Bomber Air Strike
- Heavy Bomber Air Strike
- Patrol Gunship Support Air Strike
- 2 different Ground Attack Fighter Air Strikes

Unlike the other callabe Air Strikes the new Patrol Gunship Support Air Strike is different in its functionality. As a Support Air Strike Players are able to select the Patrol Gunship and are able to give them Orders as they want. Once they have fire for the First Time they will run out of Ammo after a while and fly back to the Map Border and disappear. However I recommend to setup an Patrol Route around the Target to make them more effective. The UEF Patrol Gunship requires an Patrol Route in this case because the Weapons are only mounted on a Single Side of its Hull.

The new Air Strike Mechanic: „Attack Marker Location“ is the regular one now. Air Strikes will now directly attack the Location which you have set on the Map and fly back to the Map Border and disappear after that.

However if you want to play with the old „Full Route Mechanic“ you can Manage both Mechanics with the new Lobby Option: „Air Strike Mechanic“

The Spawn Mechanic of callable Air Strikes, Air Reinforcements and the Majority of UEF Reinforcements, Drop Defenses and more has been improved as well. A Support of Expandadble Campaign or Skirmish Maps with one or multiple Playable Areas has been added.

New callable Fire Support Barrages

The UEF has get two new additional Adanced Strategic Bomber Air Strikes as an replacement of two old callable Special Napalm Shell Barrages. But has get a few new Additions to the Special Section instead. For example an callable Smoke Screen Barrage an EMP Barrage and the new Prototype Strategic Drill Missile which causes an Earthquake.



Callable Strategic Missile and Anti Strategic Missile Barrages:

In Version 2.0 each Faction will be able to call in a single Strategic Missile in the Match if you have enough Tactical Points. So if you need a large Boom somewhere go ahead with this Barrage. However if you get attacked by an enemy Commander with an Strategic Missile. The Fire Support Manager will give you the Option in Version 2.0 to intercept it with the callable Anti Strategic Missile Barrage as well.



Reworked Drop Mechanic for all UEF Land Reinforcements:

In the old Version 1.71 I don't liked the Drop Sequence of the UEF Land Reinforcements so much.

So I have decide to reowrk it to make it much more unique with two different variations.

The new Drop Sequence is working similar like an Air Strike but the ordered Land Units will be dropped on the Target Location with an Parachute or an specific Container by two different Cargo Planes or an Cargo Gunship.



As you can see the new Version 2.0 of the Commander Survival Kit contains alot of new nice Stuff, which gives you new possibilities to enjoy the Mod in Survival related Matches.