BAD-T Arenas and Airfields

By SuicidalInsanity, April 14, 2016 in Add-on Releases

● kerbalkonstructs

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Posted April 14, 2016

BAD-T Arenas and Airbases is as set of World War II themed KerbalKonstructs Statics and Prefabs originally made for and used by the BAD-T Tournament as air combat arenas. At present this pack contains 6 Arenas and Airbases scattered across Kerbin. This pack requires KerbalKonstructs to function.

Included airbases and locations:
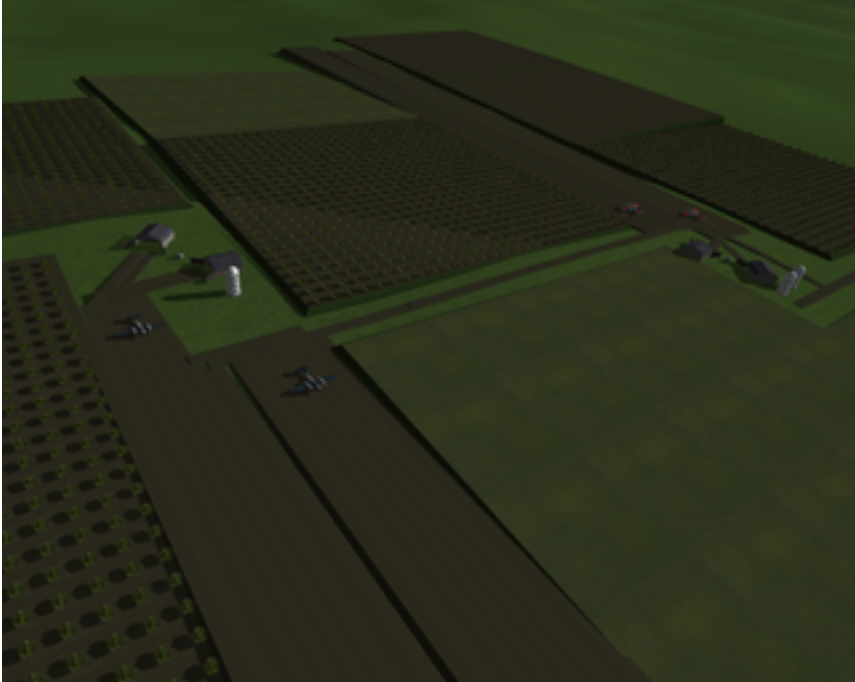

A - Boostershire Farms

B - Crater Fleet Carrier Group

C - Pyramid Site Airfield

D - Keenemunde Rocket Base

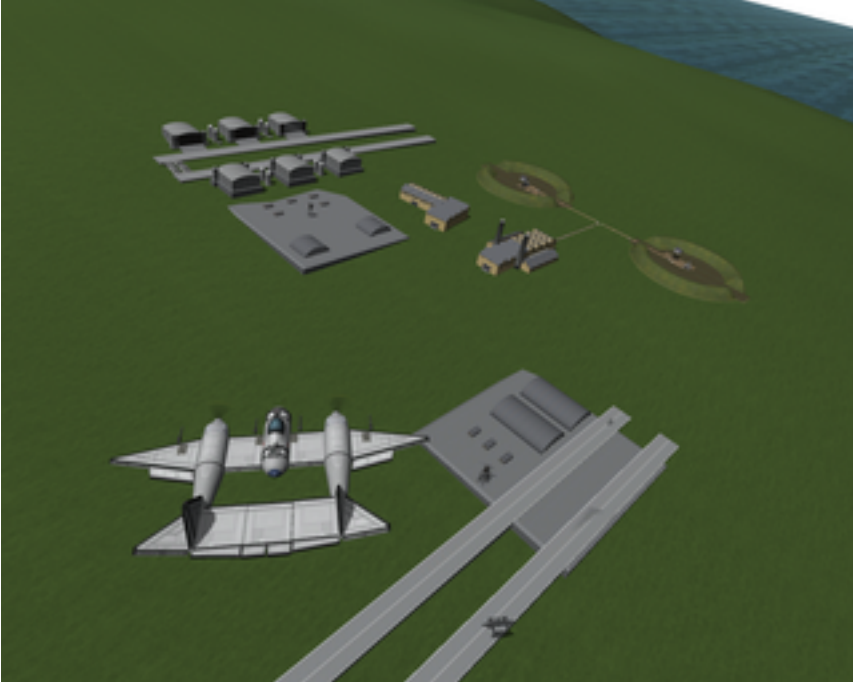E - Messerkerman Aircraft Factory

F - Oasis Proving Grounds

Boostershire Farms 2v2 (medium)

Keenemunde Rocket Base 2v2 (Small)

Medium sized farm located adjacent to one of Kerbin's mighty rivers. Teams start facing away from each other. Runway length: 450m
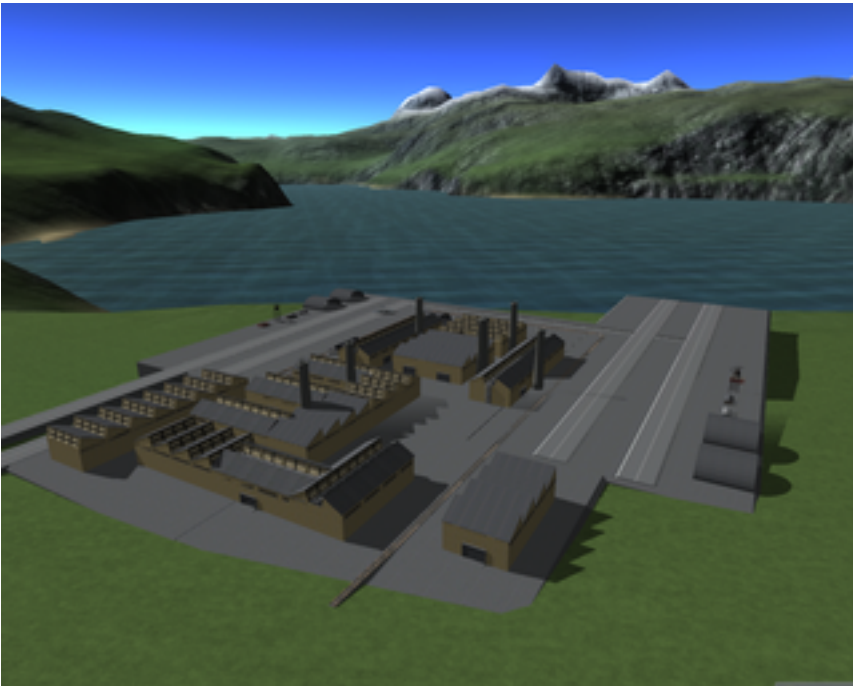
Small re-purposed launch site converted to serve as an arena. Teams start facing away from each other. Runway length: 300m
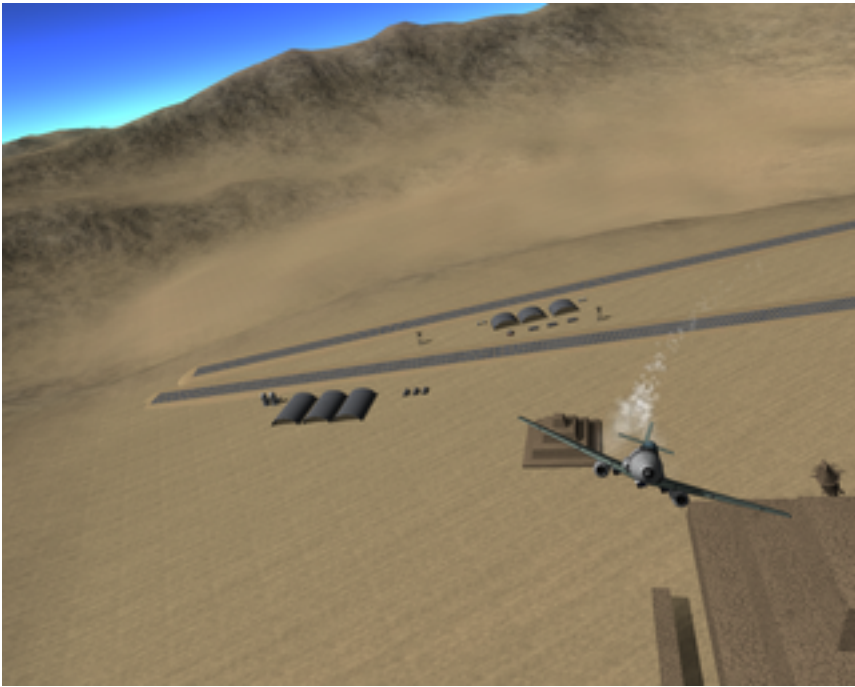
Crater Fleet 2v2 (Small)

Aircraft Factory 2v2 (Small)

A pair of vintage carrier groups a few kilometers apart. Teams start facing each other. Runway length; 260m.

An aircraft factory with attached airstrips overlooking an alpine lake. Teams start facing away from each other. Runway length: 300m

Pyramid Site 2v2 (large)

Oasis 3v3 (large)

An expeditionary airbase deep in Kerbin's primary desert. A secondary pair of runways are hidden away a few kilometers from the site. Teams start facing each other. Runway length; 850m
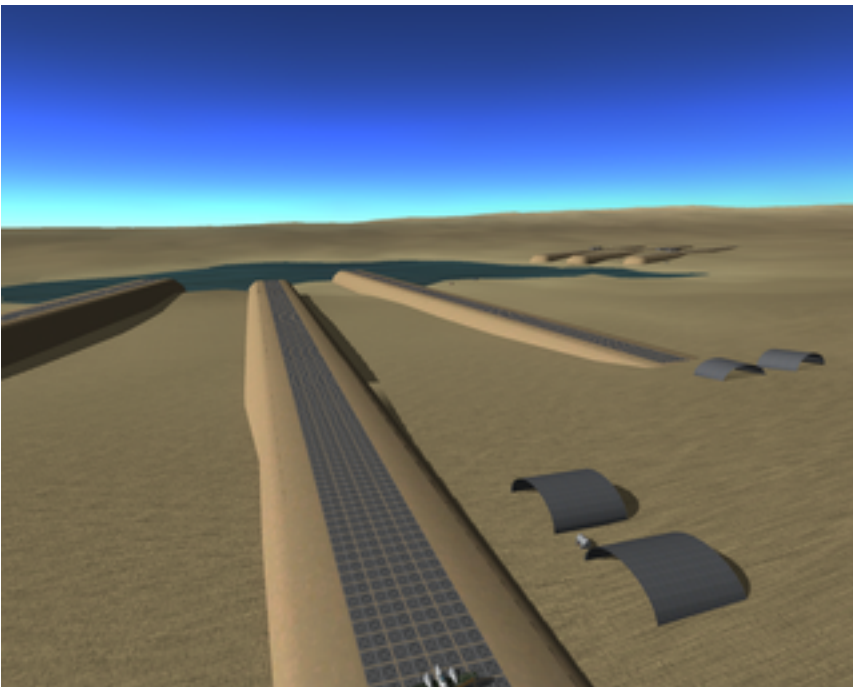
An arena built around an oasis deep in the desert. Teams start perpendicular to each other. Runway length; 850m

All arena runways are divided into two teams. in the KK launch site menu they will appear as *ArenaName*

A1/A2/B1/B2 for easy setup of craft. An exception to this is the carrier arena, which only features a single pair of runway launch sites. While the carriers are wide enough to support multiple craft taking off from them, additional craft will need to be manually placed via Hyperedit or VesselMover or similar.

All arenas were built using Default terrain detail; using Low or High terrain detail may result in floating/buried statics due to variances in terrain topography depending on detail setting.

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This pack makes use of textures from KerbinSide by AlphaAsh; textures used with permission.

Edited May 9, 2016 by SuicidalInsanity

+ Quote   Nightside, Stone Blue, Joshwoo70 and 11 others like this

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Posted April 14, 2016

Sweet!!!

+ Quote

Posted April 15, 2016

These are awesome, BAD-T battles look so much better with them 😬

+ Quote

Posted April 15, 2016

Totally great! 😬

+ Quote

Posted April 15, 2016

This is something I've wanted for a while!!! Thank you so much!

+ Quote

Posted April 23, 2016

Oh nice. I tried doing this a while back but I couldn't figure out how to do it xP

+ Quote

Posted April 23, 2016

@SuicidalInsanity : Hooked you up in the KK thread OP with a banner. If you want to do one yourself, just throw it my way and I'll replace it.

+ Quote

Posted May 1, 2016

These are sweet!

+ Quote

Posted August 3, 2016

Great job, i like this alot. would it be possible to get an RSS version?

+ Quote

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