

-Not Official Released/Approved Event Idea-

Event Name: High-Voltage Havoc: Frankenstein's Tank Roars to Life!

Description:

Overview:

Welcome to an electrifying Halloween event where two opposing teams battle it out in a King of the Hill-style competition while facing the ultimate challenge: bringing Frankenstein's Monster's Tank to life! This thrilling event combines strategic gameplay with the awe-inspiring spectacle of a colossal tank creation.

Setting:

The event takes place in a spooky and atmospheric setting, such as an abandoned laboratory, a haunted castle, or a vast and wide, dark and eerie graveyard. The surroundings are adorned with flickering lights, bubbling cauldrons, and other Halloween-themed decorations, creating a chilling yet exciting atmosphere.

Objective:

The primary objective is for each team to control as many key control points across the map as possible. As teams battle for dominance, they earn points for controlling these locations. However, the highlight of the event is the creation of a gigantic Frankenstein's Monster tank, lying dormant in the center of the map.

Gameplay:

Players from both teams engage in fierce battles to secure and defend the control points strategically scattered throughout the map. Each control point captured contributes to the team's overall score. The team that maintains control of the majority of these points gains an advantage in the match. Around every map there will also be "Experimental Tank Shells" for the players to collect and shoot that can greatly boost any tank's advantage of winning a fight.

1. Ectoplasmic Orb Shell: This ghostly tank shell is infused with ectoplasmic energy, giving it a translucent, ethereal appearance. When fired, it emits a haunting glow and leaves a trail of eerie mist behind, causing temporary disorientation to enemies caught in its blast radius.

2. **Tesla Coil Charged Shell:** Inspired by Nikola Tesla's inventions, this shell crackles with electrical energy. Upon impact, it releases a surge of lightning that arcs between multiple enemy targets, dealing damage to nearby foes within its range.

3. **Pumpkin Bombshell:** Shaped like a sinister jack-o'-lantern, this explosive shell bursts upon impact, releasing a shower of pumpkin-shaped shrapnel. Enemies caught in the explosion are temporarily slowed down due to the sticky pumpkin guts splattering across the battlefield.

4. **Phantom Ghost Shell:** This shell detonates with a burst of vibrant spectral colors, resembling a dazzling firework display. Upon exploding, it temporarily blinds and disorients enemies caught in its radiant blast, making it harder for them to aim accurately.

5. **Cursed Crystal Shell:** Encased in an ominous, glowing crystal, this shell shatters upon impact, releasing fragments that inflict a curse on enemy tanks. The cursed targets experience reduced movement speed or impaired abilities for a short duration, leaving them vulnerable to attacks.

6. **Shadow Spike Shell:** This dark and foreboding shell pierces through enemy armor, leaving behind shadowy tendrils that temporarily immobilize and restrict the movement of tanks it hits, allowing for strategic positioning or flanking opportunities.

7. **Witch's Brew Shell:** When fired, this shell releases a noxious green gas upon impact, creating an area of effect that slowly damages enemies within its radius while impairing their vision due to the thick, swirling fog it generates.

Frankenstein's Tank Activation:

Throughout the match, teams collect rare energy sources or specific items required to bring Frankenstein's Monster tank to life. These items can be found in hidden locations or dropped by defeated enemies. Once a team accumulates enough of these items, they can initiate the process to awaken the colossal tank. The items and energy sources only work for an active control point the team has captured so one half of the team needs to stay and defend their control points while the other goes scavenging for the required resources.

Epic Showdown:

When the Frankenstein's Monster tank is finally activated, it lumbers to life with crackling electricity and roaring energy. It becomes a game-changer, wreaking havoc across the battlefield. The team responsible

for activating the tank gains temporary control over it, using its immense power to turn the tide of the battle in their favor.

Victory Conditions:

The team that holds the majority of control points throughout the game earns points continuously. However, if the opposing team manages to destroy the Frankenstein's Monster tank during its rampage, they receive a significant point boost, potentially altering the outcome of the match.

Winning the Event:

At the end of the game, the team with the highest overall points, considering control point domination and the destruction of the Frankenstein's Tank, emerges as the ultimate victor of the High-Voltage Havoc event.

Date & Time:

Start Date: [24/10/----]

End Date: [7/11/----]

Event Rewards:

1. Limited Edition Rotten Patchwork Armor Skin
2. Handful supply of the limited Halloween tank shells
3. A Limited-Edition Halloween Tank! (Only for the top 10 high ranking players who participated in the event):

Tank Name: Frankenstein's Monster's Tank

Nation: Unknown

Tier: X

Class: Experimental Heavy Tank

Doctrinal Overview:

The tank is a monstrous creation assembled from salvaged parts of various tanks, brought to life in a lab experiment gone awry. It embodies raw power and brute force, wielding a lightning-infused cannon capable of unleashing devastating electrical blasts at its enemies.

Nomenclature:

Official Name: Frankenstein's Monster's Tank

Designations: None

Variants: None

Crew: 6 (Including the Mad Scientist Operator)

Weight: 80 tons

Length: 9 meters

Width: 3.8 meters

Height: 3.5 meters

Engine: Dual Electro Hybrid Engines

Max Speed: 30 km/h

Hull Armor: Patchwork Armor Plates

Turret Armor: Reinforced Lightning Conductive Alloy

Armament:**Main Gun:**

Caliber: Electrified 150mm Lightning Cannon

Rate of Fire: 1 round per minute (Due to high energy consumption)

Ammunition Types:

- Lightning Bolts (Electrically charged projectiles)

Gun Handling: Unstable but Potentially Catastrophic

Secondary Armament:

Type: Salvaged Heavy Machine Gun

Rate of Fire: 500 rounds per minute

Ammunition Types: AP

Turret Rotation Speed: 10 degrees per second (Limited due to the cannon's power requirements)

Mobility:

Engine Power: 1200 hp (Combined from multiple power sources)

Power-to-Weight Ratio: 15 hp/ton

Terrain Resistance: Unpredictable

Traverse Speed: 15 degrees per second (Hampered by the tank's weight and power consumption)

Survivability:

Hit Points: 3000 (Partially due to the reanimated nature of the tank)

Hull Armor Thickness: Varied (Patchwork armor plating)

Turret Armor Thickness: Reinforced Lightning Conductive Alloy

Module Durability: Unstable

Visibility and Concealment:

View Range: 350 meters (Limited visibility due to chaotic energy discharges)

Concealment Values: None (Constant electrical activity makes it impossible to hide)

Special Features and Abilities:

The Thunderbolt Mk I's main feature is its lightning cannon, harnessing the power of electricity to launch devastating bolts. These bolts cause significant damage and have a chance to temporarily disable enemy systems with electrical surges.

Playstyle Tips:

Utilize the lightning cannon's immense power to deal catastrophic damage from a distance. Be cautious of the cannon's instability, managing its energy consumption to prevent system overloads. Use the tank's intimidating presence to disrupt enemy formations and capitalize on chaotic engagements.

Eligibility & Participation:

- Open to all players on PC and Console
- Any player, beginner or professional is allowed to join the event no matter what tank they own.