Subject: St0rm Gaming - www.st0rm.net
Posted by Goobers on Wed, 08 Jul 2009 08:26:41 GMT
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St0rm is the place to be

we have all the good stuff

mirc TS and vent equipped

3 renegade servers to pick from

[1]_AOW-CTF (all your favourite maps with a ctf twist)
[2]_CO-OP (always lots of fun)
[3]_new maps + st0rm custom maps including

-deathst0rm

played on the C&C_deathvillage map it has been warped into a
full paced shoot'em up mission where gdi has to defend the tower
 until gdi resupply arrive and your co-op skills are put into
action as a scout team must move out to rendezvous with backup
in the NE building as the rest of your team hold the tower in an
 intense chem trooper and kamikaze (exploding chefs) onslaught

-gdi survival

Played on an open map, gdi's first objective move out to rescue
colonel Loch who was attacked by nod forces on route to base,
they must protect him until he is safe int he barracks as dozens
of snipers buggy's and viceroid come after the colonel,
objective two is to get backup and assistance from the MP on the
 top of the hill while a large wave of artys and sbh + rocketeer
 combination charge from two sides, the final struggle is to
hold out for victory against a swarm of light tanks power
failures and sbhs as the base is pounded one last time

-st0rmTOS

Art Of Defense style
like a scene from Reborn the gdi must fight off nod who has
gained control of titans and wolverines, yes thats right TITANS
 AND WOLVERINES in a wave after wave struggle, starting off easy
 with rocket soldiers light tanks and buggies the waves
intensify with suped up green lazer ravashaws swarms of light
tanks hordes of flame troopers who cause power failures by

infiltrating the buildings a wave of near blindness as initiates
swarm the base

but all is not lost gdi have several purchasable lazer turrets
in situ on all their buildings and get the unique use of
lightsabers, an almost star wars like battle not to be missed

for more info visit www.st0rm.com and get caught up in the st0rm

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