
Subject: Re: St0rm Gaming - www.st0rm.net
Posted by [Good-One-Driver](#) on Wed, 08 Jul 2009 16:45:06 GMT
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Goobers wrote on Wed, 08 July 2009 03:26
-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

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

so are thies like "AOD" Art Of Defense When Waves And Waves Of Enemy Come?
