
Subject: Re: C&C_Mediterranean *wip*

Posted by [zunnie](#) on Tue, 20 Mar 2012 17:28:53 GMT

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<http://www.youtube.com/watch?v=mh0dHS3Bm0c>

Tiberium Silo's are working as they should now
They give your whole team \$5 every 3 seconds.

When they are destroyed they will simply UNTEAM and stop giving credits.
When it is repaired by either Nod or GDI it will TEAM and start giving credits to the team that repaired it.
