
Subject: CnC 3 TW: Coop & Art of Defense Mappack

Posted by [zunnie](#) on Sat, 06 Apr 2013 17:47:56 GMT

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<http://multiplayerforums.com/index.php?files/file/421-coop-art-of-defense-mappa-ck-1/>

This mappack contains a bunch of maps designed for Coop and/or Art of Defense. The maps are supposed to be played against scripted computer controlled opponents and in most cases are scripted.

The zip contains an installation file that will install into your CnC 3 Tiberium Wars Maps folder directly.

Do not change the destination folder unless you know what you are doing and it is required.

Maps in this package:

AOD_canyon_storm_(v1)

3v5_Smok@lot_CompStomp_v1.1

Art_of_defence_-_avatar_invasion_v1.05

Art_of_Defense_-_Forest_assault_v1

art_of_defense_-_last_stand_v1.0

Art_of_Defense_-_Tiberium_grounds_v1_1

Centralized

Incoming-=AOD=-

Mission_under_high_voltage

Ring_Of_Death(Metal)

SarajevoRedZone

VonBing's_Pain_Harbor

Zunnie_3vs5_Co-op_V5_NoSW

Screenshots: