
Subject: UltraAOW Friendly Fire Weekend. Fri 6 - Mon 9 Sept

Posted by [zunnie](#) on Thu, 05 Sep 2013 00:30:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://www.ultraaow.com> - Visit our Website

UltraAOW Friendly Fire Weekend

In the Friendly Fire Weekend you are able to damage friendly units but not buildings or the pedestal.

The following applies:

- If you are teamkilled you are refunded the money for your character (doubled if powerdown)
- If you are teamkilled you are refunded the money for your vehicle if you are inside one (doubled if powerdown) (thanks WhiteDragon for help with this)
- If you are teamkilled your deaths do not increase
- If you teamkill someone your kills do not increase

All other settings are standard UltraAOW Settings as described on the website.

When?

The Weekend of Friday the 6th of September, till Monday morning the 9th. of September.

(If there is a lot of complaints, we will consider ending the event early)

TT 4.0 Update is Required

The Tiberian Technologies Update 4.0 for Renegade is required to play on the server.

You can download it on their official website if you do not already have it.

It adds lots of extra's, anti-cheat and a ingame automatic map-downloader, awesome stuff!

Active Server Plugins

Of course the server will run our own mpf_newmaps.dll plugin which adds additional functionality to the server such as Veterancy and Special Crates & Power-ups.

Other plugins running on the server are for example the Team Donate and Swap to balance teams manually.

For a full list of modifications and adjustments please visit our Website. (changelog)

Recent Maps

Project Westwood is still on-going and we are finalizing the maps one by one slowly.

Currently in rotation are MPF_Canyon, MPF_Hourglass(&Flying), MPF_Islands, MPF_Volcano, MPF_Walls_Flying and MPF_Under.

Maprotation

MPF_Canyon Tiberium_Temple Delta DomesV2

MPF_Under SiloWars Dockside GlacierTS

MetroTS MPF_Walls_Flying AlpineNight Blaat

The_Pathe Bridge_Control Deth_River Whoreglass

Urban_Rush RiverValley Nova High_Altitude

Ridge Temple MPF_Hourglass_Fly SnowLol

SeasideSunset MPF_Mesa GreatUnder Big_Walls
Wasteland Permafrost MPF_Islands High_Noon_21
HillBilly Hourglass_Flying The_Moon Complex_SB
Crevasse Quick_Draw Winter_Field Forgotten_Town
BunkersTS Cairo Fjords BasinTS
Night0X Tropical2 City3 Tib_Field
Siege Terrace SeasideCanyon GreatWall
Detroit Forest_Falls TiberiumRedux Pacific
Dawn_Raid DOM_Tutorial Hangmans_Canyon City2Fly
Bio River_Canyon Uphill DesertTunnels
Country_Side Creekdale_Fly Mars Hon_Dom
Mediterranean Air TheCanyon Dusk
[Last_Stand] MPF_Canyon Tobruk Ocean_View
Woodland Lunar_Landing Esco_Island Sidewinder
Arid Tib_Pit_3

Mappack is Available

You could download our Mappack before joining the server. This ensures you have all the maps already.

Then you will not experience any ingame download dialogs which may take long if you have a slow(er) connection.

All you do is click Next, Next, wait for it to install the maps and then you're done and ready to join.

TeamSpeak3

Make sure to join us all on teamspeak3 as well. If you do not have teamspeak you can download it from here. <http://www.teamspeak.com/?page=teamspeak3>

Our teamspeak address is: ts.ultraaow.com

Thanks

Please feel free to spread this news around a bit to attract more people and let's see if we can have some funz.

//Greetz the MPF UltraAOW Team
