
Subject: C&C_Silowar *wip*
Posted by [zunnie](#) on Thu, 29 Mar 2012 12:51:24 GMT
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Small map where you have no refinery nor silo's.
The objective for each team is to capture (repair) the silo's on the hills.
When they are fully repaired they will become yours and your team
will get \$2 credits per second per captured silo.
In total there are 4 silo's.

Repair Facilities are also available. Tanks CANNOT be repaired by
repairguns on this map. To repair your tank you will have to drive to
your Repair Facility and get repairs from that.

There is a Neutral capturable Repair Facility in the center of the map
along the side. When it is repaired it becomes yours and you can
repair vehicles on it.

This is a *wip* not final

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Subject: Re: C&C_Silowar *wip*
Posted by [Hunter-Seeker](#) on Thu, 29 Mar 2012 13:19:42 GMT
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TCW_Spikewar, C&C_Nodewar, C&C_Silowar, what next?

Subject: Re: C&C_Silowar *wip*
Posted by [sla.ro\(master\)](#) on Thu, 29 Mar 2012 13:37:25 GMT
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next is C&C_Peace.

all those maps are made with Xerox? they look the same...
