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Subject: [MAP] C&C\_Winter\_Field.mix  
Posted by [Mauler](#) on Fri, 07 Dec 2012 00:28:49 GMT  
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=====  
==C&C\_Winter\_Field.mix==  
=====

Gametype: AOW

Size: Large (45+ Player accommodation)

Version: 1.0

Created: Mauler -- Addition Files: Blazea58

C&C\_Field set in winter conditions

=====  
=Changelist/Features=  
=====

- CnC Mode
- Rotable MRLS Turret
- Ramjet Rifle ammo decreased to 1 clip rounds
- CnC Crate Spawner for (serverside mods)
- VIS system in place, for maximum performance

=====  
==Screenshots==  
=====

Toggle Spoiler

DOWNLOAD @ MPF.COM

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Subject: Re: [MAP] C&C\_Winter\_Field.mix  
Posted by [zunnie](#) on Fri, 07 Dec 2012 00:32:26 GMT  
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Nice stuff Looks awesome man

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Subject: Re: [MAP] C&C\_Winter\_Field.mix  
Posted by [roszek](#) on Fri, 07 Dec 2012 01:39:12 GMT  
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Subject: Re: [MAP] C&C\_Winter\_Field.mix  
Posted by [iRANian](#) on Fri, 07 Dec 2012 07:27:38 GMT  
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ooooh nice, is this map on Ultra AOW? Looks niceeeee.

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Subject: Re: [MAP] C&C\_Winter\_Field.mix  
Posted by [zunnie](#) on Fri, 07 Dec 2012 08:54:33 GMT  
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Yus it is

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Subject: Re: [MAP] C&C\_Winter\_Field.mix  
Posted by [Sean](#) on Fri, 07 Dec 2012 11:12:08 GMT  
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I assume, like your other map this only works at MPF?

If so, then I don't see a reason for a public release as no one else will be able to use it.

Nice looking map, regardless.

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Subject: Re: [MAP] C&C\_Winter\_Field.mix  
Posted by [Mauler](#) on Fri, 07 Dec 2012 11:21:09 GMT  
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It works in any server. This map has no issues with updated scripts.. so you can run this pre-4.0 and 4.0

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Subject: Re: [MAP] C&C\_Winter\_Field.mix  
Posted by [zunnie](#) on Fri, 07 Dec 2012 11:47:45 GMT  
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Croatoan wrote on Fri, 07 December 2012 06:12 I assume, like your other map this only works at

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MPF?

If so, then I don't see a reason for a public release as no one else will be able to use it.

Nice looking map, regardless.

The maps work fine in other servers? You do need RC1 though.

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Subject: Re: [MAP] C&C\_Winter\_Field.mix  
Posted by [ArtyWh0re](#) on Fri, 07 Dec 2012 12:26:49 GMT  
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That looks fantastic, you really have finished this one off well. I Look forward to playing on it

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Subject: Re: [MAP] C&C\_Winter\_Field.mix  
Posted by [Gen\\_Blacky](#) on Mon, 10 Dec 2012 11:20:01 GMT  
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Nice Changes. I like the snow clumps and the winterized tunnel walls .

You should make the rocks snowy.

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Subject: Re: [MAP] C&C\_Winter\_Field.mix  
Posted by [ehhh](#) on Mon, 10 Dec 2012 12:57:49 GMT  
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Looks awesome

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Subject: Re: [MAP] C&C\_Winter\_Field.mix  
Posted by [Mauler](#) on Wed, 26 Dec 2012 13:37:43 GMT  
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Fixed link

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