
Subject: [MAP] Tiberium Takeover (version 1.0.4)
Posted by [Jerad2142](#) on Thu, 10 Nov 2016 22:19:25 GMT
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Tiberium Takeover takes place on the side of a mountain where Nod is currently developing new Tiberium weapons. Nod plans to launch a Tiberium missile at a GDI base soon, and it will be your task to investigate the fallout.

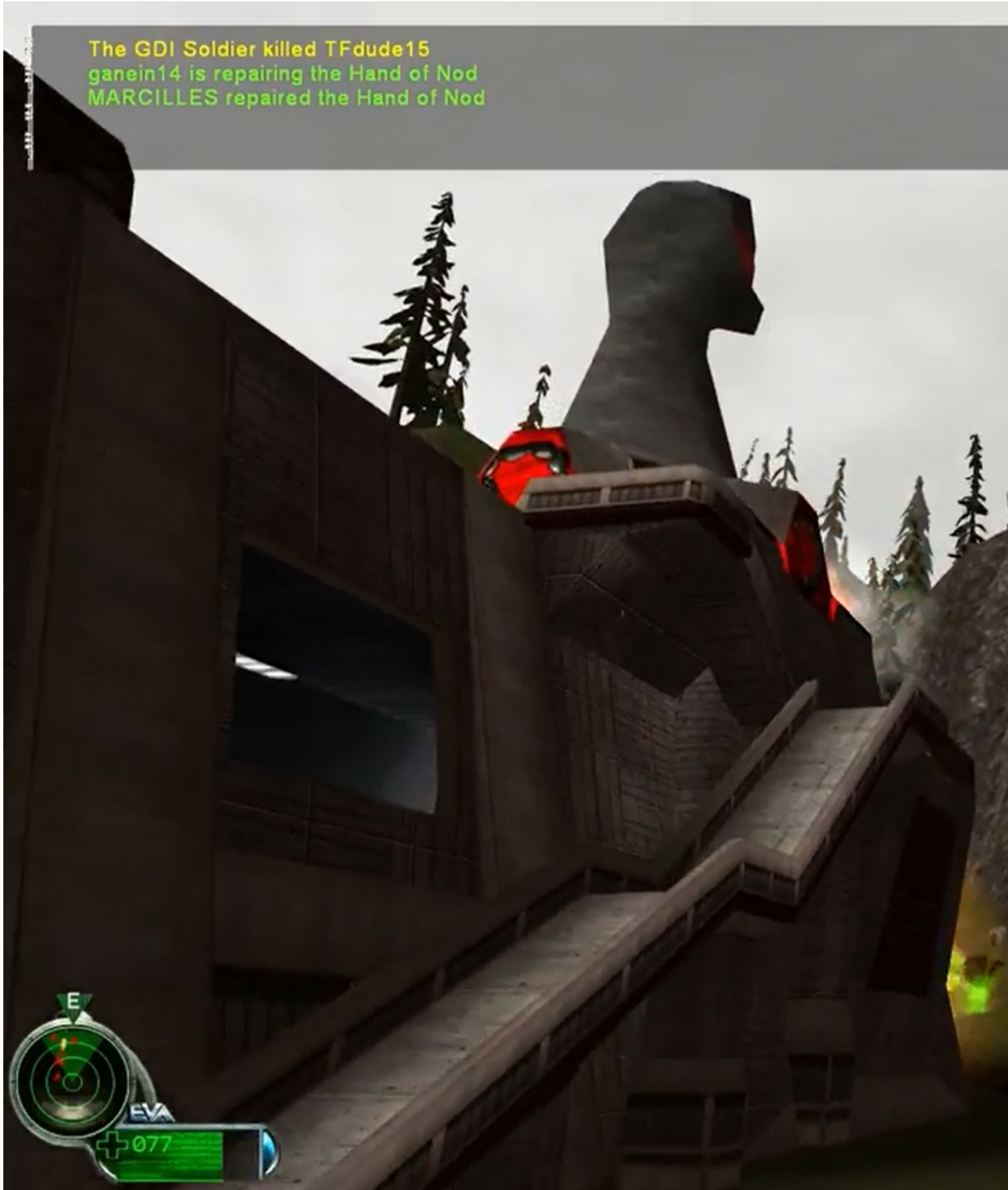
The server requires scripts 4.3 to host this map.

File Attachments

- 1) [Tiberium_Takeover.7z.001](#), downloaded 133 times
- 2) [Tiberium_Takeover.7z.002](#), downloaded 139 times
- 3) [Tiberium_Takeover.7z.003](#), downloaded 128 times
- 4) [Tiberium_Takeover.7z.004](#), downloaded 125 times
- 5) [Tiberium_Takeover.7z.005](#), downloaded 138 times
- 6) [Tiberium_Takeover.7z.006](#), downloaded 130 times
- 7) [Attack.png](#), downloaded 355 times



8) [ChemLaunched.png](#), downloaded 367 times



Subject: Re: [MAP] Tiberium Takeover
Posted by [\[-HOH-\]szymek777](#) on Thu, 10 Nov 2016 22:56:20 GMT
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thumbs up
