
Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 10:12:00 GMT

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

I am going to make a map with the mode as "Infiltration". This will be, gdi spawns at a chopper, they have to go into a nod base, steal a beacon, and then bring it back to the chopper and deploy it. GDI starts with nothing, except there are 3 weapon spawns by the chopper, and the chopper itself is their Purchase Terminal. They cannot buy beacons though. They have to infiltrate the nod base to get it. Nod has to defend their fortress, but they have the upperhand, They start off with 2 buggys. The chopper area is protected by sentry gun, so you cant just stand there and kill gdi as they spawn. And for the noobs who cant do this, its just a deathmatch map. [October 01, 2002, 10:13: Message edited by: DeafWasp]
