
Subject: Re: C&C_Last_Stand

Posted by [Titan1x77](#) on Wed, 25 Jan 2006 07:43:06 GMT

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Dr. Lithius wrote on Tue, 24 January 2006 21:13Oh hell yes!! Someone took my advice afterall!! Hot effing damn!! X3 And yes! It looks absolutely awesome!

Is this collins?

Yes this idea was taken from a thread you made awhile back...so Thanks!...I owe you some credit.

and this is sort of a classic TD type map, with the AGT only shooting missles..there is 3 guard towers for GDI and a total of 5 Nod turrets....I'll post some of the readme:

Setting: Forest

Description: A War has been going on for sometime between GDI and Nod, Power plants along the outskirts of each teams base have been destroyed. Outer refineries have been shut down due to low power sources.

Gameplay notes:

Conyards repair building's 1 health per second (Disabled once PP is gone)

Conyard also has a built-in Repair pad (12 health per second)(this remains operable until conyard is destroyed)

AGT missile has been increased 10 damage points per hit and fires at a rate of 1.5 seconds

AGT gun's have been removed (Tiberian Dawn style)

Silo's give a 1 credit per second

Mobile Artillery Turret turn rate has been increased from 60 to 120, it now costs 550 credits

GDI MRLS Turret will now rotate 360 degrees, it now costs 550 credits
