

---

Subject: RTCW Style Maps

Posted by [Jaspah](#) on Mon, 11 Aug 2003 01:09:54 GMT

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

---

General Havoc Basically I think this works by killing a teams base if they don't have units in a zone after the times expires. Say you have to secure a Nod refinery within 15 minutes, if there are GDI units in the zone (zone could be anywhere, MCT or whole refinery) when the timer expires Nod loses for example.

You mean when the timer Expires if Nods' still standing GDI loses, Right?

Thats usualy how it goes.

I love Wolfenstein! Screw the Direct X engine Renegade uses. No offence, But it looks like crap.

---