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Subject: Multiplayer grant/clear Objectives

Posted by [sauron--the--king](#) on Mon, 13 Dec 2010 20:41:46 GMT

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Hello,

I'm making a multiplayer map in which the GDI players have to kill three officers and one have to clear one area. So totally there are four objectives. You will have to kill an officer to get the security cards which you need to continue.

How can I make such objectives? I want the next four primary objectives (its better if NOD gets other objectives, bit if that isn't possible, it won't matter that much):

- 1) Grant the Level 1 security card.
- 2) Grant the Level 2 security card.
- 3) Grant the Level 3 security card.
- 4) Clear the UFO.

With the first three objectives you will have to kill a moving Nod officer. He will drop a respawning level 1 security card. He already drops this security card, but I don't have the objective yet. With the last objective you will have to kill all units inside an UFO (you will need the Level 3 Security card for that).

How can I make these 4 objectives? I won't need more, only these four.

I hope someone can help me with this

Kind regards,  
Sauron

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