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Subject: [Map] C&C\_CaptureTheBunker Final Release  
Posted by [rrutk](#) on Wed, 28 Sep 2011 14:07:47 GMT  
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Here is C&C\_CaptureTheBunker, Version 1.0:

<http://uploaded.to/file/f9x2rsI9>

Description:

This map presents an old, never used Westwood SAM-Bunker and offers a special game mode.

It's a combination between Team-Deathmatch and CnC-Mode:

A GDI raid attacks the lower entrance of a NOD SAM-Bunker.  
Their mission is to destroy the SAM located at the highest floor.  
GDI supplies are available from their APCs only (mobile PT's situated there).

Nods mission is quite clear: defend the SAM at all costs.  
Nod have PTs located within the facility.

GDI wins, if they destroy the SAM (building destroyed).

Otherwise the decision is made by team deathcount (1000).  
If deathcount isn't reached, decision is made by points.

Have fun!  
rrutk

PS: If you have any problems concerning missing textures, delete all your \*.thu-files manually!

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Someone who is really firm with making maps, e.g. ACK, is allowed to improve it, if interested...  
I've no idea about lightmapping, VIS and stuff...

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Pictures:

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