
Subject: [Map] C&C_Snow_Warfare
Posted by [Mauler](#) on Wed, 05 Dec 2012 14:31:34 GMT
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==C&C_Snow_Warfare.mix==
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Gametype: Control Point Domination

Size: Small (45+ Player accommodation)

Version: 1.0

Created: Mauler -- Coding: Zunnie

Snow Warfare is based on the popular TCW (Tiberium Crystal War) Deathmatch map of the same name.

Battling it out in a snow covered valley over the control of the valuable Control Nodes in the sector. Take charge and capture those nodes and secure victory. GDI and Nod have also secretly taken the opportunity to decorate near by trees in celebration of the holiday season.

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=Changelist/Features=
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- Domination gameplay
- Random Character spawning system (you can still purchase characters from PT's)
- Increased Advanced Character speed (To accomodate faster gameplay)
- Sniper Rifle ammo decreased to 2 clip rounds
- Ramjet Rifle ammo decreased to 1 clip rounds
- SBH Stealth disabled (Gameplay reasons)
- Indestructable Bases
- Lightmapped terrain
- Climbable scaffolds (Icicle's on the scaffolds mark where you can climb)
- Player controlled base defences
- CnC Crate Spawner for (serverside mods)
- Repair Guns, and basic weapons spawners
- Beacons Disabled

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=Screenshots=
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