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==C&C_Temple.mix==
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Gametype: AOW

Size: Large (45+ Player accommodation)

Version: 1.0

Created: Mauler

Desert warfare at the foot of the great pyramids of egypt.

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=Changelist/Features=
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- CnC Mode
- Rotable MRLS Turret
- Ramjet Rifle ammo decreased to 1 clip rounds
- CnC Crate Spawner for (serverside mods) x3
- CnC Weapon Spawners x4

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=Screenshots=
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Toggle Spoiler

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Excellent map, awesome work man, i luv it

Subject: Re: [MAP] C&C_Temple.mix
Posted by Mauler on Wed, 26 Dec 2012 13:40:38 GMT
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