
Subject: Re: Poll: should we put a map other than C&C Mode into CP2?

Posted by [matt_804](#) on Sat, 04 Jun 2005 20:32:32 GMT

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New Game Mode: Defenders

Scenario: Nod has captured a GDI R&D facility. It is essential for GDI to recapture this building (Unharmed). After extracting as much info as possible NOD plans to destroy the building (in an estimated :30 minutes) your goal is to recapture the facility (by having an engineer) reach the building and stand on a pedestal (perhaps create some "capture" animation) or eliminate all NOD forces (if you get killed you don't respawn)

Victory Conditions:

GDI: Recapture The Base or Elimiate all NOD forces

NOD: Hold out :30 minutes or Kill all GDI forces

Destroying the building (GDI) will result in a loss

Layout: The R&D facility will appear as a nod structure and 1.5x the health of a normal building. The bases will be layed out as normal with the exception of the addition of a MCV, whose function it is to repair other buildings 1% per second (100 seconds = repaired fully).

Opinions/Comments?
