
Subject: [MAP] Tiberium Takeover (version 1.0.4)
Posted by [Jerad2142](#) on Thu, 10 Nov 2016 22:19:25 GMT
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Tiberium Takeover takes place on the side of a mountain where Nod is currently developing new Tiberium weapons. Nod plans to launch a Tiberium missile at a GDI base soon, and it will be your task to investigate the fallout.

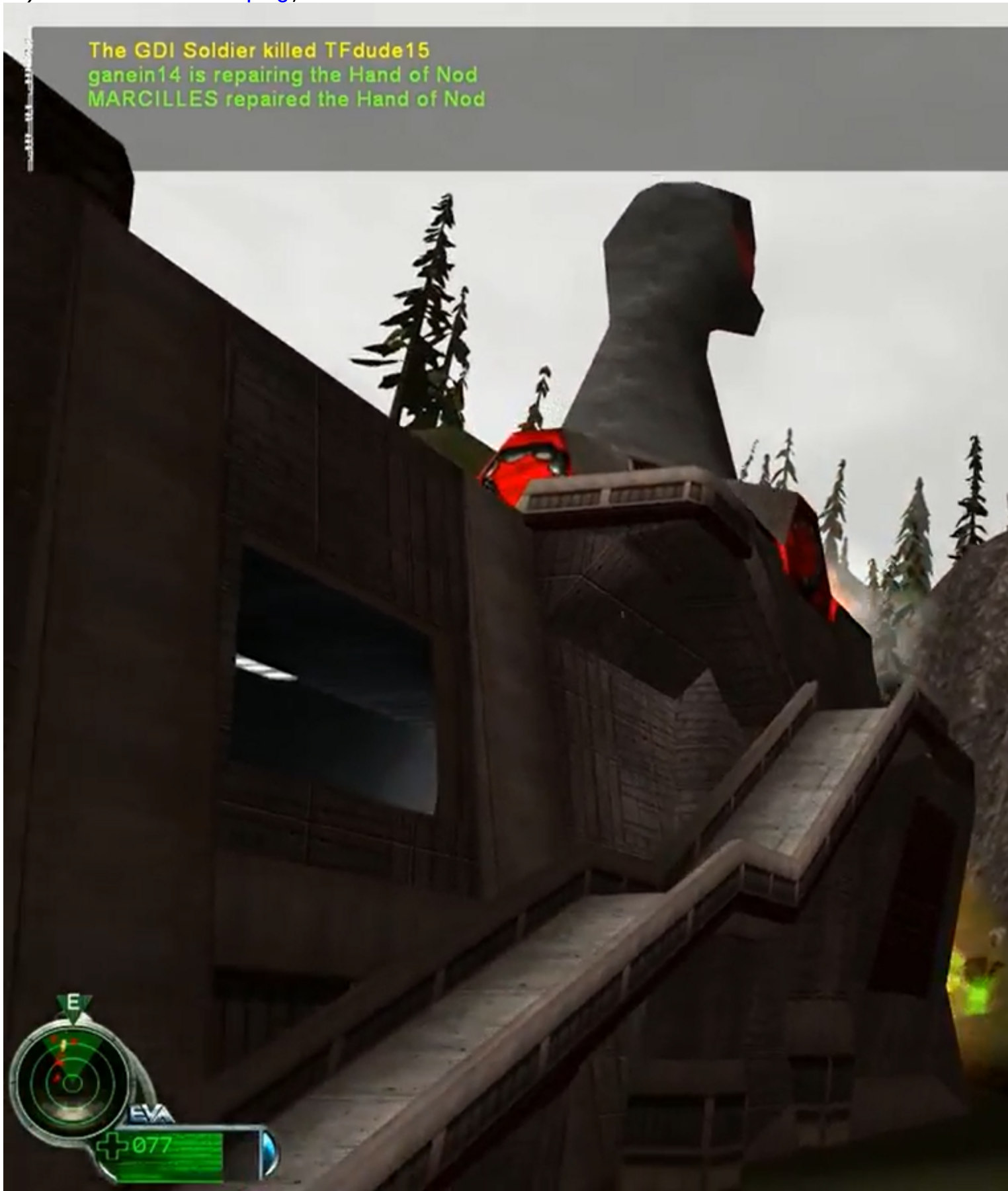
The server requires scripts 4.3 to host this map.

File Attachments

- 1) [Tiberium_Takeover.7z.001](#), downloaded 92 times
- 2) [Tiberium_Takeover.7z.002](#), downloaded 87 times
- 3) [Tiberium_Takeover.7z.003](#), downloaded 92 times
- 4) [Tiberium_Takeover.7z.004](#), downloaded 86 times
- 5) [Tiberium_Takeover.7z.005](#), downloaded 95 times
- 6) [Tiberium_Takeover.7z.006](#), downloaded 91 times
- 7) [Attack.png](#), downloaded 215 times



The GDI Soldier killed TFdude15
ganein14 is repairing the Hand of Nod
MARCILLES repaired the Hand of Nod

A screenshot from the game Command & Conquer: Tiberian Dawn. The image shows the Hand of Nod, a large, dark, stone statue of a hooded figure, situated on a hill. A red GDI vehicle is positioned near the base of the statue. The scene is set in a forested area with tall evergreen trees. In the bottom left corner, there is a circular mini-map and a green health bar labeled 'EVA' with the number '077' next to it. The top of the screen features a grey banner with yellow and green text reporting game events.

Subject: Re: [MAP] Tiberium Takeover

Posted by [\[-HOH-\]szymek777](#) on Thu, 10 Nov 2016 22:56:20 GMT

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thumbs up
