Yea, I know that... I just figured you guys would be smart enough to fix it.

(I think I told you how to fix it on filefront in the discription)

Just rename it and put it in the data folder, it will work. (File front takes out the "&" from the file name by itself... And I am too lazy to zip it... lol)

Ok, little late but here: discription of the map.

It is Weapons Factory/Silo/Repair Pad vs AirStrip/Silo/Repair Pad

It is full of vehical AI, and a few bot AI. There are small base defences on the map (GDI has 4 guard towers, Nod has 3 turrets. The turrets are tweeked, they shoot faster, and have a stronger gun)

The Nod purchase settings where edited so that the APC was replaced with a recon bike for 300 credits. (And the 3 Recon AI vehicals are l337)
^^^
The recon bike settings were given to me by nameme99.

There are 2 hidden secrets on the map. One hidden weapon spawner, and one hidden area which has some more hidden weapons, and 2 hidden vehicals

I tweeked the vehicals so that they are unteamed when you build them, so the vehicals bought won't count to the limit. (You could mass an army of 1000 mammoths and it still won't max out!)

Known Bugs:
-Vehical Limits: Since there are so many vehicals already on the map, the limit is maxed at the start. (If I make another version, I will fix it, I know how) But what you do (If you have a recent version of Scripts.dll and bhs.dll) is ingame, in the beginning of the map, open up command mode (~ or F8) then type "vlimit 20" that pushes the limit to 20 and you will be able to build.
-Stupid bots. There is 1 bot on each team that spawns in a building... they are rather... stupid.
-Name of file starts with a "CC" instead of "C&C" File front changes it on me, so just make it "C&C" before you put it in your Data folder.
-If you find the secret vehicals, try to keep them away from the guard tower, they tend to get stuck.
-Clipping errors on the wep and the repair facilities
-It is rather hard to get some vehicals up on the Nod repair facility. So just go up where the red flashing lights are.