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Subject: Beta Test

Posted by [bigwig992](#) on Sat, 08 Mar 2003 16:04:33 GMT

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Oh, crap. Last night i was so tired, i forgot to include the objectives!

(this is supposed to happen way into the future)Background history. Mutants have become quite a menace these days, so GDI and Nod has made their own "Mutant Hunter" division. A mutant known as "Raveshaw" and his elite mutants, have taken over an old abandoned GDI Chemical Research Facility in the middle of the desert. They plan on using some of the old, un-destroyed chemical's to threaten man kind. Nod and GDI "Mutant Hunter" forces see this as a threat, so they both go in to try to destroy research facility. Now, a bombing run would be called in, but this facility is very hard to spot in the rocky region. When Nod and GDI forces arrive, they were surprised to see one another. Incredibly, against old tradition, they agree to WORK TOGETHER ( :rolleyes: ) to destroy the mutants.

**MISSION OBJECTIVE:**

Plant an Ion Cannon Beacon inside the facility, near the Blue Tiberiam Crystal. In recent cases, this seemed to be the source of the mutant problem (I.E, the mutants will stop coming, if you take out the crystal). A night insertion will do, stay away from the spotlights, and stay close to the cliffs. Watch out for the 2 stealth snipers in the map ( ). Work together, and the first team to plant a beacon inside, and destroy the Blue Crystal and Facility, wins. It's a race, which team will win?

EDIT: Almost forgot, if you guys like the idea, I still have to put in building controllers, so the beacon to win, wont work...yet. But have fun slaughtering mutants.

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