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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.

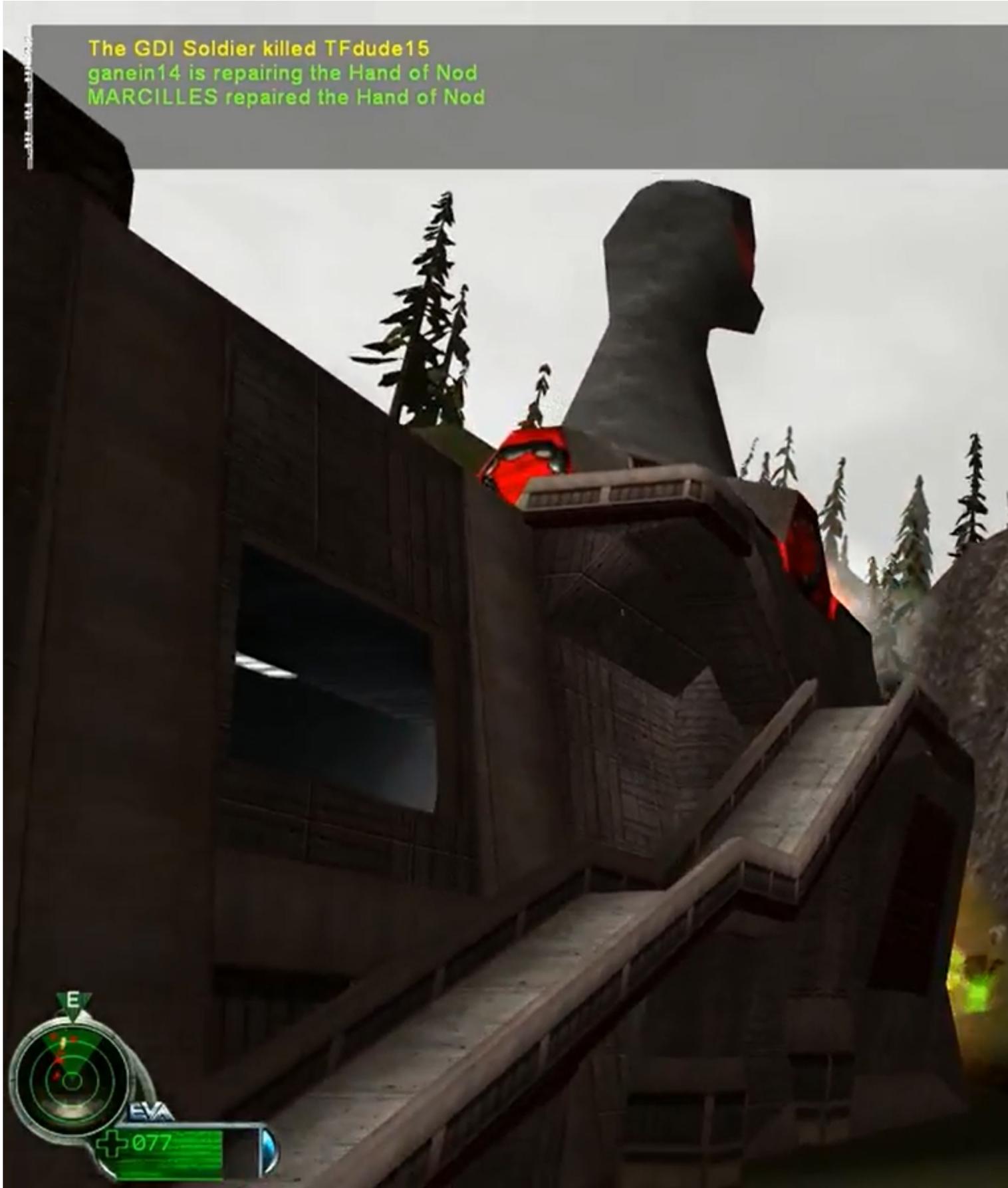
### File Attachments

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- 1) [Tiberium\\_Takeover.7z.001](#), downloaded 330 times
- 2) [Tiberium\\_Takeover.7z.002](#), downloaded 316 times
- 3) [Tiberium\\_Takeover.7z.003](#), downloaded 307 times
- 4) [Tiberium\\_Takeover.7z.004](#), downloaded 297 times
- 5) [Tiberium\\_Takeover.7z.005](#), downloaded 311 times
- 6) [Tiberium\\_Takeover.7z.006](#), downloaded 295 times
- 7) [Attack.png](#), downloaded 903 times



8) [ChemLaunched.png](#), downloaded 906 times



Subject: Re: [MAP] Tiberium Takeover  
Posted by [\[-HOH-\]szymek777](#) on Thu, 10 Nov 2016 22:56:20 GMT  
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thumbs up

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