

Title : The Tech War  
Filenames : scg01ea-scg06ea.ini scg01ea-scg06ea.bin(renamed extension from map to bin)mission.ini  
Author : TJ  
America Online:Zeplinkon  
Internet Address : Zeplinkon@aol.com(temporary)  
Misc. Author Info : anyone who says warcraft 2 is better than c&c needs to get a grip on reality!  
Machine : Pentium 75mhz  
Description : This is my first Scenario.It involves destroying various Tech Centers and Bio Research Labs so that NOD can't develop very deadly weapons.There are 6 scenarios.The sroyline is that Kane has decided to research advanced weaponry such as a Biological Weapon! If he succeeds your men will die horrible deaths and so will all GDI soldiers if you don't complete these set of missions!

Intelligence : NOD is researching dangerous weapons destroy Tech Centers in the given areas to allow us our advantage over NOD!

Briefing : OK You must destroy these Tech Centers to allow us the advantage failing is unacceptable and unforgivable!

Additional Credits to : To Andrew Giffin,George Heeres,Richard Heesbenand anyone else i forgot.

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\* Play Information \*

Level and Map :Replaces scg01ea-scg06ea\*.map and \*.ini  
Difficulty : i dunno you decide  
Chances of Survival : Slim  
Music : you decide

\* Construction \*

Base : various  
Editor used : CCMAP v2.1  
Bulid Time : 7hours  
Known Bugs : None send any you find to me via email at Zeplinkon@aol.com

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You can do as you please i don't care

\* Other Levels \*

None yet will make more once i figure this all out

\*More Info\*

check out this page  
Andrew Griffin's Home Page-<http://adam.com.au/~buggy>  
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send comments and tips to me along with info on bugs and stuff to me

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