

# 09 - Advanced Weapons Lab

*For Command and Conquer 3 : Kane's Wrath*



## Map Information:

Number of Players : 2

Type: Skirmish, LAN, Online

AI Enabled: Yes

Include custom scripts: Yes

Author: Predatore (aka DPredador)

Release date: 10 – 10 – 2009

## Introduction

An unknown sub faction of NOD had installed and advanced weapons lab on a blue zone valley. Everything was going normal, until an unexpected acceleration of the tiberium grow rate almost destroy the labs. Therefore, they decide to nuke the tiberium fields every 5 minutes.

Those labs are considered top secret, so they will attack to everybody; even NOD.



**Image Note:** The buildings which are surrounded by red flares activate some map scripts when they are destroyed. Some ones you want to destroy and others you want to protect. Read the script detail section for more information.

## Scripts detail

### *Reinforcement Bays*



There are two reinforcement bays. Each one will spawn a **stealth elite walker**. It will be an Avatar for NOD, a Juggernaut for GDI, or a Tripod for Scrin. If the walker is destroyed, it will instantly re-spawn on the reinforcement bay.

### **Capturing a Reinforcement Bay**

The reinforcement bays are on isolated areas on the east and west sides of the map. They can only be accessed by crossing a bridge. They are protected by NOD , so be careful. When you capture a reinforcement bay, NOD will destroy the access bridge with an Ion Cannon.





### Deactivating enemy Reinforcement Bay

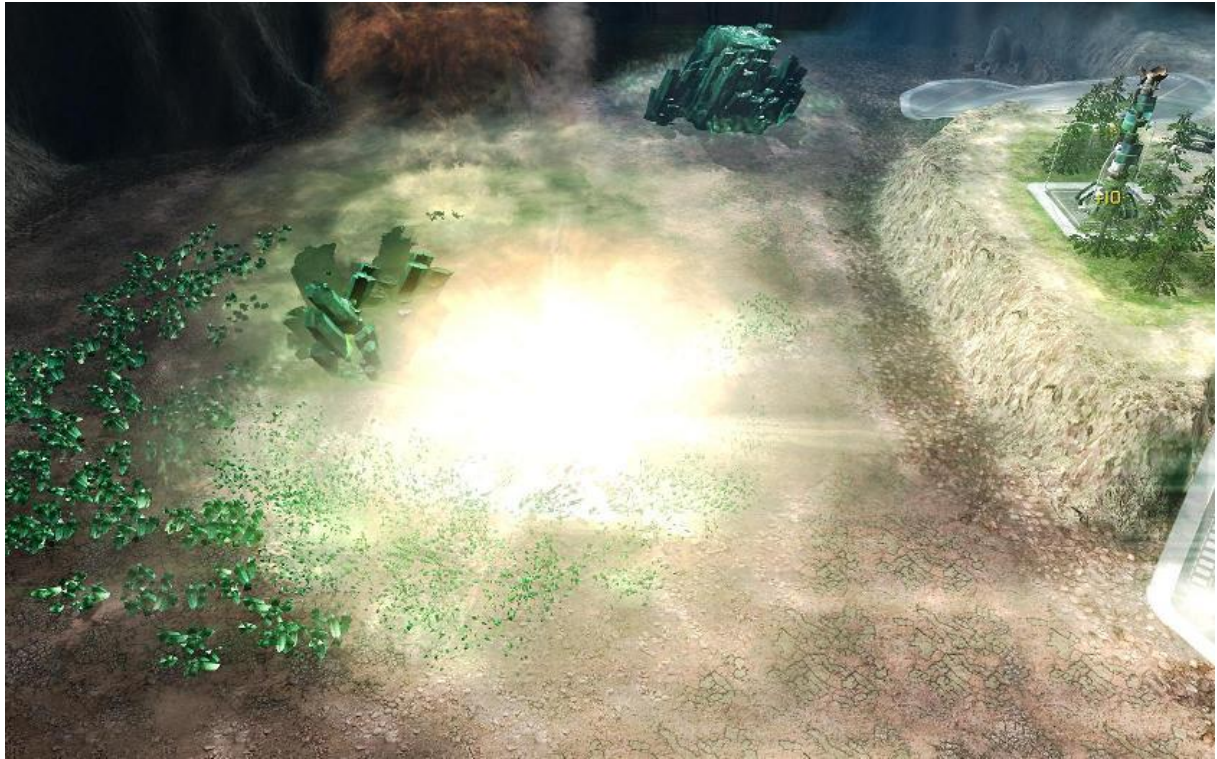
You can deactivate the enemy Reinforcement Bay destroying the nearest Weapons Lab Facility. If you have captured a Reinforcement Bay, you should defend this building.





## ***Nuclear Strikes***

Due to incredibly fast regeneration of tiberium, there will be a nuclear strike on tiberium field every five minutes.



You will get a warning 20 seconds before the nukes hits the ground. An alarm will sound near the impact area, and a red flare will appear on the exact location of the target.





## Deactivating the Nuclear Strike

Nuclear Strikes are divided into North Nuclear Strike and South Nuclear Strike. Each one is controlled by a Radar Lab. You may want to destroy the Radar Lab of your start location side, and protect the Radar Lab of your enemy side.



## *NOD Labs Revenge*

When both Nuclear Strike Radar Labs are destroyed, NOD Labs will have their revenge. First, the Labs itself will be cleaned by two Ion Cannons. And then two Hero Redeemers will spawn on the impact site. Those redeemers will clean the Labs area, and will go straight ahead to your base.





They are die-hard enough to wipe out your entire base, so you should be prepared before lure on NOD Labs.



**Image Note:** Hero Redeemer attacking player's base.

### Bonus Items

Search around the map for some bonus items, like these veterancy crates. Using them wisely may give you some advantage.



## Installation Instructions

Copy the folder from the ZIP file that came with this Readme into your Command and Conquer 3: Kane's Wrath map directory.

### on Windows XP

C:\Documents and Settings\[user]\Application Data\Command & Conquer 3 Kane's Wrath\Maps

### on Windows Vista

C:\Users\[user]\AppData\Roaming\Command & Conquer 3 Kane's Wrath\Maps

**Note:** Replace [user] with your user name

### *Tips*

Don't try to build anything on the low grounds near the tiberium. That ground is unstable, you can't build there.



**Image Note:** Don't send engineers alone. NOD Labs gun towers will kill them easily.