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Credits;

MAP By: PointT - Scripting: Fury&Point

wAvA units and maps by PointT-ARMY.

WWII: items by Santa's Head Clan Plaid,

detail textures ARMY MUNITIONS FACTORY and myth community.

Requires wAvA-Warfare tagset and myth II version 1.8.3 or newer.

<http://tain.totalcodex.net/authors/show/548>



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Maps: A taste of Warfare Solo maps from wAvA campaign.

wAvA-WinterCrossroads adapted from MythII SnowCreek & IX Heroes-13 Autumns

Settings: usually best with motion interpolation off if it causes and graphic bugs.
for wAvA units best to use control bar inventory from preferences-anticlump.

This ain't your papa's myth so ease into the units. Have fun and keep up the fight.
Look for other Warfare maps at the tain.totalcodex.net

Warfare units were mainly tested in CoOp campaigns so multiplayer testers would be appreciated remember this isn't supposed to be wwii units, enjoy them for what they are...post any feedback on the magma map making forums at
Tain.totalcodex.net under wAvA threads

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