Subject: [Renegade Map] C&C_aGeneralMap.mix
Posted by my486CPU on Sun, 14 Aug 2011 02:14:18 GMT

I replaced Both the GDI and Nod buildings, I also added two fully destroyable bridges.

For both Repair Facilities I used JFW and RA scripts, so I guess you would need at least the core patch.

The map could probably use more testing but it should maybe work fine.

I included some screen shots.

File Attachments
1) Screen_Shots.rar, downloaded 130 times
2) C&C_aGeneralMap.rar, downloaded 129 times