Subject: C&C_RA_Ivory_Wastelands & C&C_RA_Assualt_Seamist
Posted by Jorge on Wed, 09 Jun 2004 06:53:04 GMT
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Tweekbee has finished two new maps for Renegade Alert. C&C_RA_Ivory_Wastelands and
C&C_RA_Assualt_Seamist are now available to download

Ivory Wastelands
http://www.joaorp.net/ramjet/files/Maps/Ivory.zip

Reference Image:

C&C Mode map, Defenses are tough and plenty, but not fullproof. So teams will still need to keep
a watch over their bases. Bases are in opposite corners. Allies in bottom left while the Soviets are
in the upper right. Gem Field located in the middle for those Miner's who are risky enough to
chance it.
Soviet Structure list: Radar, Barracks, War Factory, Construction Yard, 2 Tesla Coils, Refinery, 4
Flame Towers, and Service Depot
Allied Structure list: Barracks, Radar, Refinery, War Factory, Construction Yard, Service Depot, 8
Turrets, and 4 Pillboxes

Screens:
Allied Base

Soviet Base

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Seamist
http://chronojam.ghostcellclan.com/Seamist.zip

This is an assault map. As Soviets, your goal is to destroy the Allied Radar Dome, leaving the
incoming Cruiser fleet stranded in the storm. You have twelve minutes to do this. Your job, as an
Allied soldier is to defend from the soviet attack. Silos give Four credits per second.

Allies have two helicopters to aid them while the Soviets get three helicopters, no more, no less.
They spawn in the beginning, and never come back, so you might want to give them to the skilled
pilots. The Allies have two Apaches, which only fire missles, and the Soviets have two Hinds, with
only Vulcan Cannons, and a Chinook, which has no gun, but it respawns. The Allies have no War
Factory but spawn with 2 Medium Tanks, 2 Light tanks, 2 Rangers, 1 APC, and 1 Artillery. The

Soviets are guarded by a Tesla Coil and Flame Towers and have two Silos providing them with money twice as fast. There is only one entrance to the Soviet base but multiple Entrances to the Allies.

Screens:
Allied Base

Allied Entrance

Field Images

Soviet Base

Both these maps will be updated in .993, but they are at the momment finalized for play in .9925 until .993 comes out. Some last minute changes might be done if problems arise. Enjoy.