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Subject: Renegade Alert: Tweek's Mappack

Posted by [CnCsoldier08](#) on Mon, 18 Oct 2004 04:48:05 GMT

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Here are descriptions of each map...

Allied Assault: Allies have just landed on the beach, you have crates and a small command post, to give you supplies. Your objective is to destroy the entire Soviet Base. You receive vehicles brought in by transport every 6 minutes or so. As Soviets, you must defend, you win the game after 30 minutes

Final Barricade: Allies have three Outposts, Soviets have three Tesla Coils, coincidence? I think not. Every five minutes a scripted longbow strike comes in and destroys one of the Tesla Coils. The only way the Soviets can prevent this is by destroying the corresponding Outpost. The Barracks\ Radar goes with the coil nearest that outpost. The War Factory\Service Depot goes with the Coil next to the Refinery, and the Refinery Outpost goes with the Middle Coil.

Stormy Valley: Pretty much a just a CnC mode map, with Aircraft, and a scripted storm comes in. There are unteamed AP and AT mines throughout the map, so watch for those.

Pacific Threat: Naval map with a vast Ocean, No defenses, Soviets receive cash from a mixed field, Allies from normal ore, but the Soviet field is a greater distance away and at a greater risk of attack.

Assault Seamount: the Soviets have 12 minutes, and all their technology to destroy the allied Radar Dome, which is being used to guide a huge fleet of Destroyers through the heavy storm. If they destroy it in time, they win, if not, they lose. Allies have no War Factory, but have quite a few starting vehicles.

Alpine Lake: Just another CnC mode map, Ore Mines gather from Mixed fields, map has Missile Silos.

Ivory Wastelands: Large snow map, full technology, Missile Silos. Soviets have two Tesla Coils.

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