
Subject: Level Release: The Woods Today
Posted by [Renx](#) on Thu, 27 Apr 2006 00:14:35 GMT
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This is a conversion of the map The Woods Today, featured in Red Alert: APB, for use in Renegade.

This map features a large moonlit forest covering most of the level. Where there is not forest, there is tiberium, and you must stick to the pathways or risk traveling through the thick forest. Close to the Nod base you will find the ruins of an old Allied Ore Factory, being slowly devoured by tiberium. You might also notice that the \$1000 "sniper" characters have been removed.

Level was made by Aircraftkiller.

To save you the trouble of loading several 1280*1024 images each time you load this thread, I've just compiled them here

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