Here is a map I made. It would be good for a long game, like a marathon.

Here is the readme:

Map: C&C_Death_Pass
Version: 1.1

Thank you for downloading my map C&C_Death_Pass

Installation-------------------------

To install this map, just take the ".mix" file found in this folder, and put it into your Command & Conquer: Renegade Data directory.

Don't know where that is?
Here are the default paths:

CD-R:
C://Westwood/Renegade/Data

TFD DVD:
C://Program Files/EA Games/Command & Conquer The First Decade/Command & Conquer Renegade(tm)/Renegade/Data

After you move the file into there, you will be able to select it as a playable map within Renegade!

Desctiption-------------------------

Out in the mountains, there is a narrow passage through the cliffs. Each base is standard size. The harvesters harvest tiberium from a nearby cave. The pass is narrow in some areas, so narrow it barely fits 2 tanks next to each other.
There is only one way in and out of each base and the entrences are long in length, but small in width, making you a sitting duck to the enemy's base defence.
This map is made to last a good long time.

Known Bugs-----------------------

You can see mountains drawing in from the distance. (Not major problem)
Other than that, I haven't found any.

Credits--------------------------------

- ORCAcommander1 for the awsome name of the map.
- Those of you who beta test this map for me

- YSLMuffins at the RenegadePublic forums, for advice with the Advanced Guard Tower.

Contact Information-------------

If you ever need to contact me for any reason;
Bugs you found, installation help, ect.
Feel free to email me at R315razor@optonline.net

Have fun!

If you could, could you like check the map out, check for bugs and stuff so I can fix it. I already had a test with a few people. Only one problem was found, and that was the Guard Towers not shooting, but I fixed that.

So go through it, see how you like it, and leave some feedback.

 http://files.filefront.com/CC_Death_Pass_V11rar/;6015375;;/f ileinfo.html