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Subject: RTCW Style Maps

Posted by [England](#) on Sun, 10 Aug 2003 14:27:33 GMT

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Ive been wondering about this, Is it possible to have RTCW style maps, were One side has to achieve objectives to win the game, and the other side has to defend and stop the attackers achieveing their objective.

I know its cncmode - destroy the base, but more complex objectives such as escorting a tank etc..

Renegade is amazingly editable and its got two sides

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