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Subject: [MAP] C&C\_Nod\_Invasion

Posted by [zunnie](#) on Mon, 19 Mar 2012 15:10:31 GMT

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[http://www.zunnie.net/renegade/nod\\_invasion/Screenshot.1.png](http://www.zunnie.net/renegade/nod_invasion/Screenshot.1.png)

[http://www.zunnie.net/renegade/nod\\_invasion/Screenshot.2.png](http://www.zunnie.net/renegade/nod_invasion/Screenshot.2.png)

[http://www.zunnie.net/renegade/nod\\_invasion/Screenshot.3.png](http://www.zunnie.net/renegade/nod_invasion/Screenshot.3.png)

[http://www.zunnie.net/renegade/nod\\_invasion/Screenshot.4.png](http://www.zunnie.net/renegade/nod_invasion/Screenshot.4.png)

VIDEO: <http://www.youtube.com/watch?v=dELUBSQHOz8>

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Mapper Resources:

[3DSMax8 File](#) | [LevelEditor Files](#) | [C++ Source Code](#)

This map is based on a map desinged by dtrngd for my former APB adventure. But now the map is for Renegade too

The badger plane was done by Katzsmile and Hunter-Seeker.

This map the objective is to protect the four hostages Goldy58, ice187dna, melissaa and zunnie. If they all die you will lose the game.

Character purchases on this map are FREE. So a Havoc costs \$0 and so does a Hotwire etc.

There are 15 waves of naughty noddies incoming to kill you, your base and the hostages. When your Refinery is killed and Barracks the game does NOT end. Only when you let the hostages die you will lose the game.

There are 4 "Buy Guntower" terminals in each corner of the base, North, South, West and East, players can press E on this terminal to add \$500 of their credits into a build fund of \$2500 total and when reached will build two Guntowers on that side of the base.

They can be built only once.

The game starts with a 5minute timer to allow for some credit income to buy the defenses. So after 5 minutes the waves will start and last till wave 15. After that you have to finish the bots off and win the game (unless all hostages die during this time).

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