DOWNLOAD MAP: http://ren.game-maps.net/index.php?act=view&id=1427 (15.3MB)

Description
This map is set on a group of islands connecting with bridges in the middle of the Mediterranean
Sea.
Flying enabled map. Much fun spots for sniping if needed. Many trees, bushes and rocks to hide
in/behind.
There are several minor defensive structures, but no Advanced Guard Tower or Obelisk.

Teleporting
At the Weapons Factory are 2 Teleporter Tubes which teleport to the Helicopter Pad Area inside
the Infantry Barracks.
At the Infantry Barracks are 2 Teleporter Tubes which teleport to the Weapons Factory Area.
At the Airstrip are 2 Teleporter Tubes which teleport to the Helicopter Pad Area inside the Hand of
Nod.
At the Hand of Nod are 2 Teleporter Tubes which teleport to the Airstrip Area.
Using the above you can quickly teleport between the islands depending what buildings need
attention.
The teleporters are TEAM only so the Nod Teleporters only do Nod Infantry, and the GDI does
only GDI Infantry.

Buy Helicopters
To buy a Helicopter you have to walk up to the Helipad. There is a White/Grey MiniConsole in
front of it, here you
can press E to buy an Apache($1000), Orca($1000) or Chinook($500).

Special Units
- Recon Bikes: Both sides have Recon Bikes available for $800. They are fast driving and rapid
firing motorcycles which
do relatively good damage to buildings.
- Harvesters: Both sides can build player controllable harvesters. When you deposit tiberium your
whole team gets $1000
per successful deposit.
- Supply Trucks: Both sides get a supply truck. It can carry three people at once. The Supply
Truck will refill the Ammo,
Armor and Health of any PASSENGER that enters it. It has very low health and no armor.
- Apache's and Orca's: They have LIMITED AMMO. A max inventory of 360 with a clipsize of 60.
Firing 1 bullet will take
1 round from the clip, firing a rocket will take 10 rounds from the clipsize. You can fire 60 bullets or
6 rockets per clip.
You can REFILL your helicopter on one of the Helipads when they are still alive.

Mini Powerplants
The Power Plants are hidden behind the Hand of Nod and Infantry Barracks and can only be killed

externally. No MCT is
available because they are too small to get inside

Crate Spawners
There is one Weapon Crate spawning randomly on the center four islands and one Yellow Crate
as well.

Special Map Notes
- When you repair a destroyed Tiberium Silo from either team, it will be repaired, teamed to your team and grant your
whole team credits.
- When you repair a destroyed Repair Facility from either team, it will be repaired, teamed to your team and your whole
team can repair vehicles on it then.
- The Tiberium Silo's and Repair Facilities do not count as actual buildings, it is not required to destroy them to win
the game.
- Tiberium Silo's, Repair Facilities and Helicopter Pads are extremely hard to nuke or ion. You have to place the beacon
in the CENTER of the structure to destroy it by beacon. Placing it at the side of it will just damage it a little bit.
This can't be fixed unfortunately and is a bug in the Renegade Engine with dealing scaled damage to Simple- and Vehicle
Objects.

GDI Buildings:
- Weapons Factory
- Infantry Barracks
- Power Plant
- Tiberium Refinery
- Tiberium Silo
- Repair Facility
- Helicopter Pad x3

Nod Buildings:
- Airstrip
- Hand of Nod
- Power Plant
- Tiberium Refinery
- Tiberium Silo
- Repair Facility
- Helicopter Pad x3

SSGM.ini Crate Vehicle Entries
If you want to enable vehicle crates on the server you run this map on then use the following entries in
ssgm.ini to have them deliver on the proper locations:

[c&c_mediterranean.mix_Crates]
GDIRVCX=-455.777
GDIRVCY=-288.158
GDIRVCZ=4.554
GDIRVC_Face=0.000
GDIRVCP_X=-455.777
GDIRVCP_Y=-288.158
GDIRVCP_Z=4.554
GDIRVCP_Face=0.000
NodRVCX=-803.748
NodRVCY=-538.243
NodRVCZ=6.111
NodRVC_Face=0.000
NodRVCP_X=-803.748
NodRVCP_Y=-538.243
NodRVCP_Z=6.111
NodRVCP_Face=0.000

Screenshots