
Subject: Renegade Alert Camos Crossing
Posted by [Aircraftkiller](#) on Thu, 03 Jun 2004 08:14:34 GMT
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It's based on the Red Alert multiplayer level, added in The Aftermath and Counterstrike expansions, of the same name.

It's a Tech Level 1 slaughterhouse.

Soldiers available for purchase?

Allied:

Rifle Soldier
Technician
Medic
Rocket Soldier
Rifle Soldier Officer

Soviet:

Rifle Soldier
Technician
Grenadier
Rifle Soldier Officer

Each base gets a single Ore Truck. One player must harvest Ore for his team to earn credits. The bases are about 400 meters apart, ensuring constant action.

There is a small civilian village in the vicinity of the battle. Garrison the buildings for an added advantage in combat.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=2158>