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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>

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Subject: Renegade Alert Camos Crossing  
Posted by [Renardin6](#) on Thu, 03 Jun 2004 10:15:44 GMT  
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and will the infantry be faster ? at least like the ones of Renegade... Playing with rocket infantry is boring and hard, he is too slow. Once a minigunner see it, he is lost.

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Subject: Renegade Alert Camos Crossing  
Posted by [SuperFlyingEngi](#) on Thu, 03 Jun 2004 14:26:21 GMT  
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Well, rocket soldiers really shouldn't travel alone, I think they are best used in a ratio of 1:3 with normal infantry, so you have 6 infantry running around, guarding two rocket soldiers. That way, a mob of infantry has some hitting power against vehicles.

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Subject: Renegade Alert Camos Crossing  
Posted by [Aircraftkiller](#) on Thu, 03 Jun 2004 16:07:10 GMT  
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Rocket Soldiers are not the counter against Rifle Soldiers.

Rifle Soldier is decent against buildings and good against other soldiers, close range. He's fast.

Rocket Soldier is great against vehicles from a long range, but has a lot of trouble hitting other soldiers. He's also slow.

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Subject: Renegade Alert Camos Crossing  
Posted by [Spice](#) on Thu, 03 Jun 2004 16:40:06 GMT  
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only problem with that is what if the game is 1 vs 1? Looks like a good map though.

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Subject: Renegade Alert Camos Crossing  
Posted by [CnCsoldier08](#) on Sat, 05 Jun 2004 01:13:14 GMT  
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Well, you don't make a map based on a 1 vs. 1 map.

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Subject: Renegade Alert Camos Crossing  
Posted by [Spice](#) on Sat, 05 Jun 2004 01:36:41 GMT  
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CnCsoldier08Well, you don't make a map based on a 1 vs. 1 map.

I didnt say he was , i said what about games that are one on one , since the harvesters dont harvest themself. You must do it.

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Subject: Renegade Alert Camos Crossing  
Posted by [Blazea58](#) on Sun, 06 Jun 2004 12:23:36 GMT  
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EXdeath7CnCsoldier08Well, you don't make a map based on a 1 vs. 1 map.

I didnt say he was , i said what about games that are one on one , since the harvesters dont harvest themself. You must do it.

Even if it was based for 1vs1 how do any of you see that having to harvest yourself is a problem?

Think about it this way, you have 1 harvester each right.... well you go harvest your ore, you may see the other comming, then you jump out shoot his till he jumps out, then you kill him etc, and move on..

The worst that could happen is your harvy would get stolen, but then you would either be able to steel his, or destroy his base on time.

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