
Subject: Renegade Alert: Forest of Illusions
Posted by [Renx](#) on Mon, 07 Jun 2004 19:05:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

The map that was scrapped from version .992 has been completely redone. The Silos were taken out and instead this time you will have to either get crates or attack the enemy barracks to earn credits. The weather will be thick fog with light rain, in the late day.

There will be both RA and CTF modes available for this map.

Updated with fog, time of day, and more bushes and rocks:

Subject: Renegade Alert: Forest of Illusions
Posted by [Hav0c](#) on Mon, 07 Jun 2004 20:13:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks good with the fog But still kinda bare in terms of Infantry Cover, Maybe a few rocks here and there, large bushes, that sorta thing, otherwise its nice

Subject: Renegade Alert: Forest of Illusions
Posted by [Spice](#) on Mon, 07 Jun 2004 20:53:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

omg that fog loks sexy. I need to mess around so I can do that

Subject: Renegade Alert: Forest of Illusions
Posted by [Renx](#) on Mon, 07 Jun 2004 22:04:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

DethHav0cLooks good with the fog But still kinda bare in terms of Infantry Cover, Maybe a few rocks here and there, large bushes, that sorta thing, otherwise its nice

It has more rocks and bushes, the first picture is from a couple days ago, the 2nd and 3rd picture have cover, you just can't see it through all the fog