Subject: C&C_RA_Ivory_Wastelands & C&C_RA_Assualt_Seamist

Posted by Jorge on Wed, 09 Jun 2004 06:53:04 GMT

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Tweekbee has finished two new maps for Renegade Alert. C&C_RA_Ivory_Wastelands and C&C_RA_Assualt_Seamist are now available to download

Ivory Wastelands
http://www.joaorp.net/ramjet/files/Maps/Ivory.zip

Reference Image:

C&C Mode map, Defenses are tough and plenty, but not fullproof. So teams will still need to keep a watch over their bases. Bases are in opposite corners. Allies in bottom left while the Soviets are in the upper right. Gem Field located in the middle for those Miner's who are risky enough to chance it.
Soviet Structure list: Radar, Barracks, War Factory, Construction Yard, 2 Tesla Coils, Refinery, 4 Flame Towers, and Service Depot
Allied Structure list: Barracks, Radar, Refinery, War Factory, Construction Yard, Service Depot, 8 Turrets, and 4 Pillboxes

Screens:
Allied Base

Soviet Base

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Seamist
http://chronojam.ghostcellclan.com/Seamist.zip

This is an assault map. As Soviets, your goal is to destroy the Allied Radar Dome, leaving the incoming Cruiser fleet stranded in the storm. You have twelve minutes to do this. Your job, as an Allied soldier is to defend from the soviet attack. Silos give Four credits per second.

Allies have two helicopters to aid them while the Soviets get three helicopters, no more, no less. They spawn in the beginning, and never come back, so you might want to give them to the skilled pilots. The Allies have two Apaches, which only fire missles, and the Soviets have two Hinds, with only Vulcan Cannons, and a Chinook, which has no gun, but it respawns. The Allies have no War Factory but spawn with 2 Medium Tanks, 2 Light tanks, 2 Rangers, 1 APC, and 1 Artillery. The

Soviets are guarded by a Tesla Coil and Flame Towers and have two Silos providing them with money twice as fast. There is only one entrance to the Soviet base but multiple Entrances to the Allies.

Screens:
Allied Base

Allied Entrance

Field Images

Soviet Base

Both these maps will be updated in .993, but they are at the momment finalized for play in .9925 until .993 comes out. Some last minute changes might be done if problems arise. Enjoy.

Subject: C&C_RA_Ivory_Wastelands & C&C_RA_Assualt_Seamist
Posted by Spice on Wed, 09 Jun 2004 08:13:11 GMT
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hmmm Both good maps , but seamist is too empty.   Ill go test ivory wasteland and go to sleep.

Subject: C&C_RA_Ivory_Wastelands & C&C_RA_Assualt_Seamist
Posted by Jorge on Wed, 09 Jun 2004 08:28:01 GMT
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More will be added for .993 when more things become available for eyecandy. It is kind of bare right now, but gameplay works great. .993 there will be plenty of eye candy for those who are expecting that

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Subject: C&C_RA_Ivory_Wastelands & C&C_RA_Assualt_Seamist
Posted by Hav0c on Wed, 09 Jun 2004 11:03:05 GMT
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Seamist should be called barron wasteland :S It really is bare! Get some infatry cover and some eyecandy in there and itl be agood map

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Subject: C&C_RA_Ivory_Wastelands & C&C_RA_Assualt_Seamist
Posted by WNxTilly on Wed, 09 Jun 2004 11:46:57 GMT
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Both maps look great at the moment.
I'm sure that when things need to be changed that they will be

Keep up the good work.

Tilly

Subject: C&C_RA_Ivory_Wastelands & C&C_RA_Assualt_Seamist
Posted by Try_lee on Wed, 09 Jun 2004 11:59:14 GMT
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It looks flat chested...

Subject: C&C_RA_Ivory_Wastelands & C&C_RA_Assualt_Seamist
Posted by Spice on Wed, 09 Jun 2004 17:44:24 GMT
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Hmm ivory wasteland isnt as good as I hoped. Looks good but the layout of the bases isnt very nice. Seamist needs purcahseable aircrafts for the soviets FFS.

Subject: C&C_RA_Ivory_Wastelands & C&C_RA_Assualt_Seamist
Posted by CnCsoldier08 on Wed, 09 Jun 2004 19:12:05 GMT
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No, so stop asking.....And, as it was mentioned about fifteen times already, there will be cover, and hills, and eye candy, once 993 comes, there simply isnt enough stuuf to use right now..