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Subject: Post new maps and mods here plz !!!  
Posted by [snipefrag](#) on Mon, 03 Mar 2003 19:33:12 GMT  
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Hey everyone, i want to make a list of all the new Mods/maps that are coming out so please post any info plus homepage here i will probably be reviewing them and putting a bit on info on my site when i transfer it from geocities..... to my services providers space when i can get the ftp working and yes i will be changing the layout and a bit of the contents

so please fill this out and return the following info (if you dont have all the info just put in all you know).

Map/mod name:

Brief description:

Creator:

PS: this will very usefull for people that want to find new maps mods but dont know where to look.

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Subject: Post new maps and mods here plz !!!  
Posted by [Cebe](#) on Mon, 03 Mar 2003 19:48:54 GMT  
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TS Revolution

as the name refers to its a tiberian sun based mod like the reborn, we will make some different stuff that i dont want to say right now.

we have most of the models done and we will maybe have a public beta done soon its still discussed in the group though

we dont have a site yet we are working on it though

and im the leader

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Subject: Post new maps and mods here plz !!!  
Posted by [snipefrag](#) on Mon, 03 Mar 2003 19:53:52 GMT  
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i heard about and seen pictures for TS revolution sounds V good i cant w8 till it comes out

Next please !!!!

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Subject: Post new maps and mods here plz !!!  
Posted by [FreakerVH](#) on Mon, 03 Mar 2003 20:10:23 GMT  
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2 DM Maps from me.

Map name:  
C&C\_DM\_Stonehegne

Brief description:  
A medium map with a lot of bushes and rocks with a stone circle in the middle. Your job is to place the endgame beacon.

Screens:  
<http://www.n00bstories.com/image.view.php?id=1864312102>  
<http://www.n00bstories.com/image.view.php?id=1064137754>  
<http://www.n00bstories.com/image.view.php?id=1893099390>

Creator:  
FreakerVH

Map name:  
C&C\_DM\_Snowstorm

Brief description:  
A small, foggy map with a lot of snow and a low sight.  
Fun for few ppl on lan or adsl servers.

Screens  
<http://www.n00bstories.com/image.view.php?id=1055742677>  
<http://www.n00bstories.com/image.view.php?id=1720441058>  
<http://www.n00bstories.com/image.view.php?id=1406205036>

Creator:  
FreakerVH

They're really simple, but they're fun.  
You can them download from

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Subject: Post new maps and mods here plz !!!  
Posted by [Deafwasp](#) on Mon, 03 Mar 2003 20:10:33 GMT  
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I will jus post the ones close to release:

C&C\_Chasm  
C&C\_Geode

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Subject: Post new maps and mods here plz !!!  
Posted by [Imdgr8one](#) on Mon, 03 Mar 2003 22:02:43 GMT  
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Name- TheMaze  
Breif Description- Welcome to the giant freaking maze. You got caught by GDI/Nod and was put here for torture. They have put troops to kill you, the commanders want a show, and hopefully you can give them one.....  
Creator- Me

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Subject: Post new maps and mods here plz !!!  
Posted by [mike9292](#) on Mon, 03 Mar 2003 22:13:51 GMT  
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here is my mod site [http://www.boomspeed.com/mike9292/war\\_mod\\_001.htm](http://www.boomspeed.com/mike9292/war_mod_001.htm) there is a pic of the model i made think i finally got modeling down

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Subject: Post new maps and mods here plz !!!  
Posted by [Captkurt](#) on Tue, 04 Mar 2003 03:51:21 GMT  
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Here's my latest, released map, C&C\_The\_Final\_Conflict.mix  
Screen shots here: <http://www.cox-internet.com/kleboeuf/>

Other maps by me and released are  
Snipers\_Revenge1, Snipers\_Revenge2, Snipers\_Canyon,

And am currently working on one of those you call "just a stupid kind of Renegade Racing map", it's good for a few good hours of Racing, but don't know yet if I'll ever really do much with it. It's just one of those maps you do just to be completely off the wall, it has some really nice ramps, and big, big jumps, and tunnels, all very do-a-ble. We play it like this. 3 laps then purchase a nuke

to set and end game beacon before the other guy, while trying to beat the other guys and keeping know, and I'll email it to you. Size is 3.4 Meg. So it fits in your email.

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Subject: Post new maps and mods here plz !!!  
Posted by [snipefrag](#) on Tue, 04 Mar 2003 11:56:55 GMT  
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**\*\*Bump\*\***

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Subject: Post new maps and mods here plz !!!  
Posted by [Cpo64](#) on Tue, 04 Mar 2003 18:31:55 GMT  
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Map/mod name: C&C\_AD\_Gateshead

Brief description: Location Gateshead Island, Northern Canada. GDI have set up a small camp south east of the Nod base, and are mobilizing their forces for a disabling assault. As GDI are so far from any base only hummers and APC's are available and will be delivered by helicopter. Nod has a full base, and must protect it at all costs

GDI base: 6 tents, 2 gunboats for defence

Nod base: Obelisk, Hand of Nod, Airstrip, Power Plant, Refinery, Construction Centre, Repair Pad, Communication Centre, and a Shrine of Nod.

Creator: Cpo64 (me)

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Subject: Post new maps and mods here plz !!!  
Posted by [CNCWarpath](#) on Wed, 05 Mar 2003 05:31:54 GMT  
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World War 2 : Warpath

Stop And think for a second, wow imaging yourself in a world war 2 conversion for Command and conquer renegade, how sweet, loads of new planes,vehicles,maps,characters ...i mean imaging shooting a Bazooker! , or snipering someone with a Springfield, how amazing and its right at your doorstep!

Website : <http://planetcnc.com/ww2>

Creator/s : All the people that helped and worked on the team , i manage the mod though (im Genocide)

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Subject: Post new maps and mods here plz !!!  
Posted by [Halo38](#) on Wed, 05 Mar 2003 14:04:29 GMT  
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C&C\_Bio\_Flying.mix

Not telling you.....yet

Me (includes work by various artists)

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Subject: Re: Post new maps and mods here plz !!!  
Posted by [zeratul2400](#) on Wed, 05 Mar 2003 17:41:32 GMT  
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so please fill this out and return the following info (if you dont have all the info just put in all you know).

Map/mod name: C&C Cabyon Modified V1.01

Brief description: veichle in to teame (gdi have nod veichle and ect)

Creator: Oz2400

Download link:[http://62.23.9.108/easy/private/8/6/zeratul2400/Documents/cc\\_canyon\\_modified.zip](http://62.23.9.108/easy/private/8/6/zeratul2400/Documents/cc_canyon_modified.zip)

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