
Subject: C&C_Whoreglass *wip*
Posted by [zunnie](#) on Sat, 24 Mar 2012 07:07:14 GMT
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Download the latest testversion here:
<http://www.zunnie.net/renegade/whoreglass/>
Then join our server on xwis a00000000w
Or IP: 188.138.84.233:7000

Decided to convert yet another map from TCW to Renegade which i made.

It is basically somewhat looking like an Hourglass too
I'm gonna call it whoreglass

Previews:

Subject: Re: C&C_Whoreglass *wip*
Posted by [zunnie](#) on Sat, 24 Mar 2012 07:35:24 GMT
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The Nod Base:

Subject: Re: C&C_Whoreglass *wip*
Posted by [zunnie](#) on Sat, 24 Mar 2012 07:49:29 GMT
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And both bases present:

Subject: Re: C&C_Whoreglass *wip*
Posted by [zunnie](#) on Sat, 24 Mar 2012 10:14:43 GMT
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Decided it will be a dark nighttime map with little rain

Subject: Re: C&C_Whoreglass *wip*
Posted by [zunnie](#) on Sat, 24 Mar 2012 14:24:51 GMT
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Subject: Re: C&C_Whoreglass *wip*
Posted by [bmruze](#) on Sat, 24 Mar 2012 19:59:01 GMT
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Easy tunnel rushes and b2b seems like a viable scenario.

Subject: Re: C&C_Whoreglass *wip*
Posted by [zunnie](#) on Sat, 24 Mar 2012 20:27:57 GMT
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Nope No b2b is NOT possible
Tunnel is guarded by agt and obelisk btw...

Edit: The little rock you see in front of the tunnel, i made it alot bigger now so it covers the whole entrance.:
