Subject: Yet another WIP map...
Posted by =HT=T-Bird on Mon, 16 Jan 2006 02:53:55 GMT
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This time, its my first public Ren map, C&C_Combat_Canyon_DM. This is a pure TDM map with no buildings, PTs, or vehicles set in a grassy, steep-walled, L-shaped canyon that contains a pair of Tiberium fields. The map is currently in beta and can be downloaded from here. Updates will go here.

- P.S. The Tib fields are somewhat glitchy, this probably is due to the fact that this is a heightfield map...
- P.P.S. The Nod autorifle SHOULD be discarded for spawning Noddies in favor of the stronger GDI version...how do I do that?

File Attachments

1) C&C_Combat_Canyon_DM_Beta1.mix, downloaded 115 times