
Subject: Converted Warpath Maps

Posted by [Halo38](#) on Sun, 09 Nov 2003 15:37:26 GMT

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Due to the ending of the Warpath mod because of the lose of lots of files I took the time to convert what work we had left to playable renegade maps.

C&C_Tobruk - This is the first map I ever made it's set on a beach around a central infantry only area where you can engage in a bit of trench warfare

C&C_Forgotten_Town - The second map I made, This map is set around a small wartorn dutch village

C&C_DM_Utah - This map is set on utah beach, in this insanely small DM the goal is to plant a beacon on the oppositions pedistal to win the game

C&C_Hybrid_Forest - Hybrid forest is set in a forest some where in europe due to the lack of warpath models i improvised with this. you will need the latest version of the scripts.dll for the stealth generators to work.

Credit goes to the whole team as not all creators of the models are accounted for

Get them here <http://www.laeubi.de/halo38/?cat=maps>
