
Subject: [maps]3 new maps

Posted by [Titan1x77](#) on Fri, 17 Aug 2007 01:11:45 GMT

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Ive released 3 new maps and have one more on its way:

Map Name : Dust_Training

Setting: de_dust

Description: GDI and Nod battle it out on this small map, it has a nice balance of infantry and tank battles, lots of cover allow infantry to travel from one base to the other easily. This is a training map, which means a nice balance of gameplay, but doesnt have all the fancy looks and eye candy.

http://titan.renbase.com/maps/C&C_Dust_Training.zip

Map Name : Lightwave_Koth

Setting: Lightwave Arena

Description: King of the hill map where the winner is determined by points. 75 points spawn every 15 seconds on "The Hill". Only way to get there is to teleport using a random spawner that appears every 60 seconds near each base. Tiberium is your best way to collect credits to power-up your character.

1200 credit rocket soldiers have been added and have 300 health and homing ability on their rocket launchers with a increase of 50 damage.

http://titan.renbase.com/maps/C&C_Lightwave_Koth.zip

Map Name : Ocean_View

Setting: By the ocean

Description: GDI and Nod battle it out on this small map by the beach, 2 spawners have a random chance of spawning full health and armor, or 200 credits or a backpack to refill all your ammo.

MRLS have a full rotating turret.

Mobile Arty turret rotates twice as fast.

http://titan.renbase.com/maps/C&C_Ocean_View.zip

As always you can view and d-load any of my maps from www.titan.renbase.com

