
Subject: [Renegade Map] C&C_aGeneralMap.mix

Posted by [my486CPU](#) on Sun, 14 Aug 2011 02:14:18 GMT

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I replaced Both the GDI and Nod buildings, I also added two fully destroyable bridges.

For both Repair Facilities I used JFW and RA scripts, so I guess you would need at least the core patch.

The map could probably use more testing but it should maybe work fine.

I included some screen shots.

File Attachments

- 1) [Screen_Shots.rar](#), downloaded 252 times
- 2) [C&C_aGeneralMap.rar](#), downloaded 253 times
