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Subject: C&C\_Mediterranean \*wip\*

Posted by [zunnie](#) on Tue, 20 Mar 2012 11:09:05 GMT

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EDIT: For those wanting to test the map, goto my site below and get the .zip file.

<http://zunnie.multiplayerforums.com/renegade/mediterranean/>

Then join the server on XWIS called a0000000w

Or join the server by IP: 188.138.84.233:7000

Just some screenshots of the map Mediterranean i made for TCW before.

The map plays out very nicely there.

Decided to convert it to use in Renegade. The Palm trees, bridges and rocks were done by Mauler.

The Barracks and Hand of Nod will be seperated from the main base.

You can use a teleporter in the base to go from the WF/Air area to the Hand/Bar area.

Furthermore both teams will have two Tiberium Silo's. I'm still pondering to make them 'capturable': Destroy the silo, then repair it to make it yours and gain credits from it. I may or may not do this.

Also there are Repair Facilities available which may also be captured or not, im not sure yet if i will make them capturable.

They are secondary buildings and don't require destruction to win the game.

Edit: I might add Helipads ... Not sure yet.

Some screenshots, NOT finished yet: