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Subject: C&C\_Center\_Point \*wip\*

Posted by [zunnie](#) on Sat, 24 Mar 2012 21:12:55 GMT

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VIDEO: <http://www.youtube.com/watch?v=mOVPDPK7e9I>

Test version: [http://www.zunnie.net/renege/center\\_point/](http://www.zunnie.net/renege/center_point/) (get the rar)

XWIS: a0000000w

IP: 188.138.84.233:7000

Again, this is a map i made for TCW. But now i am converting it for use in Renegade.

There will be a Control Point in the center top side of the map.

When this point is "captured" (repaired) the Carrier will attack the enemy base with its onboard cannons until the enemy base is destroyed. Though when the Control Point is destroyed the Carrier will stop attacking.

All units will have no ability to damage the buildings. Only the Aircraft Carrier can damage and kill buildings.

When the Control Point is captured, your team will get two Buggy's or two Humm-vee's to protect it.

One Timed C4 will be able to kill the Control Point, although i might change this as the SBH can easily get close to the enemy Control Point and C4 it... So maybe 2 Timed C4's is better, then you need more teamwork to kill the Control Point and stop the Carrier attacks.

WIP Shot:

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