
Subject: [Map] C&C_Madness.mix
Posted by [roszek](#) on Thu, 12 Jul 2012 19:36:54 GMT
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This map I did was just for fun I wanted to merge Generals and Renegade stuff. I Tested it with a few people but am not sure how it will play with many players as a usable map.

(Requires scripts 4.0)

Enjoy!

Download link > C&C_Madness.rar

Presets:

```
# Special preset names for CnC_aGeneralMap/CnC_aLittleMap/CnC_Madness
mp_USA_Air = USA Air Field
mp_ntwf = Chinese War Factory
mp_usawf = USA War Factory
mp_NAT_SC = Chinese Supply Center
mp_USA_SC = USA Supply Center
mp_NAT_Power_Plant = Chinese Power Plant
mp_USA_Power_Plant = USA Power Plant
mp_NAT_Barracks = Chinese Barracks
mp_USA_Barracks = USA Barracks
USA_Rep_Facility = USA Repair Facility
NAT_Rep_Facility = Chinese Repair Facility
NAT_Battle_Master = Battle Master
NAT_Gat_Tank = Gattling Tank
NAT_Inferno = Inferno
```

NAT_OVERLORD = Overlord
NAT_Troop_Crawler = Troop Crawler
USA_Crusader = Crusader Tank
USA_Hummer = Humvee
USA_Paladin = Paladin Tank
USA_Sentry = Sentry
USA_Tomahawk = Tomahawk
BridgeZ = Bridge

File Attachments

1) [Screenshot.62.png](#), downloaded 1018 times



2) [Screenshot.78.png](#), downloaded 957 times



3) [Screenshot.91.png](#), downloaded 941 times



4) [Screenshot.93.png](#), downloaded 933 times



5) [Screenshot.97.png](#), downloaded 944 times



6) [Screenshot.98.png](#), downloaded 966 times



7) [Screenshot.99.png](#), downloaded 924 times



8) [Screenshot.100.png](#), downloaded 925 times



9) [Screenshot.102.png](#), downloaded 943 times

