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Subject: C&C\_AlpineDrop

Posted by [Blazea58](#) on Wed, 26 Mar 2014 00:22:15 GMT

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Here's one of my last maps for Renegade. I always enjoyed maps that only had barracks and hand of nod, and so I wanted to do it as just with only one single entry to each base, very limited pathways, and tight quarters to fight in. This is a teamwork based map, without teamwork it will probably never end if its a marathon, but i wanted to cater to infantry, seems a lot of players prefer sniping or being infantry anyway's

There is 221,000 polygons, but it has so few draw calls, and textures that it runs smoothly without any hiccups. I just have to make better water, and then its ready to be uploaded. No further changes (except textures) will go into it, as I've spent too much time on this already.