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Subject: Renegade Alert Camos Crossing  
Posted by [Aircraftkiller](#) on Thu, 03 Jun 2004 08:12:52 GMT  
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It's based on the Red Alert multiplayer level, added in The Aftermath and Counterstrike expansions, of the same name.

It's a Tech Level 1 slaughterhouse.

Soldiers available for purchase?

Allied:

Rifle Soldier  
Technician  
Medic  
Rocket Soldier  
Rifle Soldier Officer

Soviet:

Rifle Soldier  
Technician  
Grenadier  
Rifle Soldier Officer

Each base gets a single Ore Truck. One player must harvest Ore for his team to earn credits. The bases are about 400 meters apart, ensuring constant action.

There is a small civilian village in the vicinity of the battle. Garrison the buildings for an added advantage in combat.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=2158>

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Subject: Renegade Alert Camos Crossing  
Posted by [boma57](#) on Thu, 03 Jun 2004 12:07:54 GMT  
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Is that a building from Single Player in the second shot? It looks like the ones from the ski resort mission.

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Subject: Renegade Alert Camos Crossing  
Posted by [Aimbots](#) on Thu, 03 Jun 2004 12:43:08 GMT  
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how is the hay going to be setup collision wise?  
looks very nice...tech levels a bit low for my liking but still looks pretty good... :thumbsup:

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Subject: Renegade Alert Camos Crossing  
Posted by [Aircraftkiller](#) on Thu, 03 Jun 2004 16:48:39 GMT  
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Yes, it's from level two. I messed with it and modified it heavily.

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Subject: Renegade Alert Camos Crossing  
Posted by [Spice](#) on Thu, 03 Jun 2004 17:31:59 GMT  
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Yea i think tis in woods today also. It rocks , you can hide crates and stuff in it and also not worrying about tanks driving over the crates to avoid the death crate ratio.

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