
Subject: Dawn battle released... *updated with screen shots*

Posted by [idebo](#) on Fri, 13 May 2005 09:56:20 GMT

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Yes, especially that field map, nice layout.

Ok then, but I have some suggestions:

Remove the Nod APC.

Don't make commando's able to shoot aircraft.

Make the Engineers C4 a little bit more powerful.

Replace the commando models with the "original" Havoc model. (I could make a GDI and a Nod version.

Add walls to the bases.

Also, when I have time, I could do some minor texture edits on the vehicle's and characters. You can also use one of my reticles if you like.
