
Subject: Re: C&C_WartornValley
Posted by [icedog90](#) on Sun, 20 Nov 2005 07:29:17 GMT
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Quality mirror:

http://icedog.apocmedia.com/CC_WartornValley.rar

Quality screenshots:

<http://icedog.apocmedia.com/stuff/wartornshots/screenshot01.jpg>
<http://icedog.apocmedia.com/stuff/wartornshots/screenshot02.jpg>
<http://icedog.apocmedia.com/stuff/wartornshots/screenshot03.jpg>
<http://icedog.apocmedia.com/stuff/wartornshots/screenshot04.jpg>
<http://icedog.apocmedia.com/stuff/wartornshots/screenshot05.jpg>
<http://icedog.apocmedia.com/stuff/wartornshots/screenshot06.jpg>
<http://icedog.apocmedia.com/stuff/wartornshots/screenshot07.jpg>
<http://icedog.apocmedia.com/stuff/wartornshots/screenshot08.jpg>

Just doing what's best for the community.

One question though... why the hell does GDI have two bases (with guard towers) and Nod only has one (with zero base defense)?
