Subject: Capturable Buildings Posted by maytridy on Fri, 04 Jul 2003 16:15:26 GMT View Forum Message <> Reply to Message

We're actually thinking of doing that for Modern Warfare. We are going to have oil refineries instead of tiberium refineries (duh) and we were hoping to have oil derricks in the middle. If we can get the scripting help, we'll do it.

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