Subject: Re: TCW First Community Map *wip* Posted by Tupolev TU-95 Bear on Mon, 26 Sep 2011 12:27:51 GMT View Forum Message <> Reply to Message

I agree, add some tiberium glaciers (as seen in the pic) and debris even old destroyed vehicles/structures you saw in CnC3 (Mammoth MK2, humvee, titan and the obelisk)

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