
Subject: *spam and flame free area* Nod Warfactory
Posted by [Sk8rRIMuk](#) on Mon, 19 Jan 2004 19:36:09 GMT
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TaximesThe only things that make it appear to not fit in, in my opinion, are the struts on the corners. I think they're a welcome change of pace, though.

At first glance the slanted walls do akin it to the TS one, but just look at the other Nod buildings...Every one of them tapers to the top, to some degree.

I agree with that but also you can see that no other buildings have concrete platforms, steel pipes or blocks around the entrances (they all seem carved in to the building).
