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Subject: C&C Commando : Nod Turret  
Posted by [htmlgod](#) on Tue, 04 May 2004 10:14:47 GMT  
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Mmmm, glazed with extra wax. I like how all the modeled damage in its base are exactly the same depth. But its also cool how there's a ladder, so like if you feel like getting smacked to the ground by a swiveling cannon, I mean, just have at it.

Actually my favorite part is how all the edges have seams, and are visible. But hey, I like seams, it kind of gives it the "piece of shit model" look.

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