
Subject: Coop 4.0: C&C Nod Invasion
Posted by [zunnie](#) on Sat, 28 May 2011 07:27:57 GMT
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short video: <http://www.youtube.com/watch?v=sSBxXjvX614>

LOL

Subject: Re: Coop 4.0: C&C Nod Invasion
Posted by [sla.ro\(master\)](#) on Sat, 28 May 2011 07:32:43 GMT
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so many nod fans u got, lol

Subject: Re: Coop 4.0: C&C Nod Invasion
Posted by [Reaver11](#) on Sat, 28 May 2011 08:17:57 GMT
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Nice concept for a defence map.
What might be fun is a buildable concrete wall.

Like make one in Renx export it as an object and make it buildable just like your youtube movie.

Subject: Re: Coop 4.0: C&C Nod Invasion
Posted by [Spyder](#) on Sat, 28 May 2011 09:00:37 GMT
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zunnie wrote on Sat, 28 May 2011 09:27

U SED DER WUZ PARTY, WE COMES BUT NO PARTY

Subject: Re: Coop 4.0: C&C Nod Invasion
Posted by [renalpha](#) on Wed, 08 Jun 2011 20:40:35 GMT
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art of defence in renegade + a lot
