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Subject: TCW First Community Map \*wip\*  
Posted by [zunnie](#) on Sun, 25 Sep 2011 15:16:10 GMT  
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A map in production by madrackzZ  
Visit the moddb page at <http://www.moddb.com/mods/tcw/>

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Subject: Re: TCW First Community Map \*wip\*  
Posted by [reborn](#) on Sun, 25 Sep 2011 18:50:03 GMT  
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Looks good. Not saying for this map, but I would deffinatly like to see some of those large Tiberian structure things in a map or two for this mod.

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Subject: Re: TCW First Community Map \*wip\*  
Posted by [Tupolev TU-95 Bear](#) on Mon, 26 Sep 2011 12:27:51 GMT  
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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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Subject: Re: TCW First Community Map \*wip\*  
Posted by [Jerad2142](#) on Mon, 26 Sep 2011 20:35:11 GMT  
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Massive improvement in map design, tell madrackz it is looking great

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Subject: Re: TCW First Community Map \*wip\*  
Posted by [crazfulla](#) on Tue, 27 Sep 2011 12:27:07 GMT  
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I concur!

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