Subject: How could a Construction Yard work on newer maps? (also an Posted by Anonymous on Sun, 07 Apr 2002 13:10:00 GMT View Forum Message <> Reply to Message

I think a construction yard would be nice idea, maybe it resores buildings to half health if they're red?GDI needs Guard Towers...Nod needs Sams and Helepads, + a Temple of Nod...

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