
Subject: Re: Tiberian Dawn: The First Strike
Posted by [Bfranx](#) on Thu, 10 Apr 2014 05:09:20 GMT
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Aircraftkiller wrote on Wed, 09 April 2014 19:32 You're not going to get anywhere on Unreal lol

I think you know this, but you're not willing to admit it.

/I do have to admit that the concepts are pretty accurate though, but they need more detail

Any particular details in mind?

EDIT: More pouches? Maybe some insignias?
