

---

Subject: Conquest Winter Preview!

Posted by [SomeRhino](#) on Fri, 14 Mar 2003 22:05:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I want to take advantage of the W3D engine's ability to process polygons quickly, but I may remove some of the tiberium crystals. Also, sniper posts will be added near the bases, something I completely forgot about until now.

---