
Subject: Tiberium Crystal War Update 1.51 Available

Posted by [zunnie](#) on Tue, 03 Jul 2012 13:56:45 GMT

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<http://www.tiberiumcrystalwar.com>

1.51 UPDATE released this morning, 3 new maps and lots of bugfixes and VETERANCY was added to all units

Some video's:

<http://www.youtube.com/watch?v=NgIPdIC7Ea8> (Bridge Control)

<http://www.youtube.com/watch?v=gd8LsLocc5A> (Frost)

<http://www.youtube.com/watch?v=c3ZwzTbRz1s> (Ferk)

Tiberium Crystal War v1.51

07/03/2012 3:04AM

- Add Character and Vehicle veterancy (done)
 - Add new Domination map Frost (done)
 - Add new Domination map Bridge Control (done)
 - Add new All Our War map Hijkl (done)
 - Fix steeringwheel image when in tanks (done)
 - Set Tiberium Spike capture time to 15 seconds (done)
 - Add extra health to current health for unit upgrades rather than require repairs to full health for benefit (done)
 - Add defenses to Mediterranean (done)
 - Fix defenses granting veteran points (done)
 - Fix Commando C4 message/sound (done)
 - New music for Cruiser attacks on Center Point by Tessa (done)
 - Fix Secondary Ammo for Hero Mammoth tanks to Rockets (done)
 - Set Vehicles to the team that last exited it for 10 seconds for vet-points (done)
 - Increase Superweapon Charge time to 4 minutes (done)
 - Unteam Domination CP Vehicles (done)
 - Add PowerPacks Upgrade to the game (done)
 - Change color for unit upgrade messages to blue (done)
 - Update all maps for compatibility with the new Veterancy System (done)
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