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Subject: Suggestions and ideas for Tiberium Evolution

Posted by [boma57](#) on Thu, 31 Jul 2003 05:24:48 GMT

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gendresBring back the old Nod Buggy, just make a model with a generic Nod soldier seated in it. It doesn't matter that it won't change depending on the character you're using. pleeeeeeeeeeease

While they're at it, the original Harvester, the Medium Tank, the Light Tank, the Stealth Tank, the buildings...

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