

Changes made in this version:

- Large Blocks are placed between COV Outposts and Spawn Room; some covers facing Spawn Room are redesigned for same purpose.
 - The cover on the giant teeth, relocate the WELCOM Board, a container added to COV Outpost. All blocking fire shoot directly to spawn room from combat area.

VO.0

V1.0



- Changes made to Vladof Building 3F and Skull 1F
 - Vladof Building 3F is now connected to the top of the skull, it servers as a flank area.
 - Large covers are added to Skull 1F, on the one hand providing cover, providing separation between areas, on the other hand supporting the Giant Skull.

