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.

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* 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.

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