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Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Tue, 05 Mar 2002 05:25:00 GMT

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Yeah, big problem that. What I want to see is a repair bay. C&C:1 had them, so why not Renegade? I mean, come on, its not like the things are high poly or anything. They're basicly just big raised hexagons.

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