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Subject: Super Mod Alliance

Posted by [Anonymous](#) on Fri, 05 Apr 2002 20:00:00 GMT

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Sounds good but.....Only one prob with the idea.Who will be the one to decide what is in the mod and what isnt?We got one guy doing a Robotech mod. And if the ultra mod leader says no mechs or anything robotech then why should he be on the team?We got another mod team working on TS and yet another working on a RA. And if the UM (Ultra Mod) team leader says it will have nothing to do with CnC then where does that leave those teams?Everyone making a mod has their reasons for making one. Personally I want to make the mod idea, in my sig, because I love martial arts and love those types of movies.Maybe the guy making the Halo mod really loves Halo so if the UM wont be about Halo what is to keep him or his team involved?KaibiganPS: Not being disrespectful, and dont mean to sound pushy. Just playing the Devil's Advocate. Thanks

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