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Subject: some new models...

Posted by [JVP](#) on Sun, 02 Mar 2003 11:23:12 GMT

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they are all for a TS mod I'm working on with cebt, slayer and triforce, so when they are all textured and the mod is nearly finished, they will be put into a map. We have finished most of the buildings and some of the vehicles but no weapons or characters yet

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