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Subject: Re: New mod: renegade --> generals  
Posted by [Sir Phoenixx](#) on Wed, 23 Apr 2003 20:53:28 GMT  
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slayerl want to start a new mod.  
a renegade --> generals mod.

Why would you make an RTS mod, after an FPS that is almost a direct conversion of Tiberian Dawn, an RTS game? Why not make the mod after Tiberian Dawn to begin with? That's basicly what it's going to be.

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