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Subject: Re: RenegadeRPG - Mod Idea

Posted by [PlastoJoe](#) on Mon, 22 May 2006 19:08:15 GMT

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I know you're going for a classic RPG, but I think it would be really interesting if you left it based in the C&C world with all (or most) of the models the same, or at least made it an option. It would be less work for you, I'm sure.

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