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Subject: Re: Release 4 mods

Posted by [Jerad2142](#) on Fri, 13 Oct 2006 18:23:54 GMT

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Currently my Mod contains 18 different types of infantry, 16 different weapons, 16 different vehicles, 4 very complex bosses (like 2 pages of scripting for each), music to add to the mood, and 19 single player/coop levels(which have to be completed in order to unlock the next level so you can play it whenever).

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