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Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Dover](#) on Mon, 31 Dec 2007 15:33:11 GMT

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w0dka wrote on Mon, 31 December 2007 07:23 So one magazin get 6 rockets now. why just say one rocket, then reload, but this rocket got the punch of all the whole six? or 2 rockets in a mag and damage of a rocket trippled?

Why?

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