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Subject: Emperor Tank from Zero Hour

Posted by [Deafwasp](#) on Thu, 06 Nov 2003 00:11:03 GMT

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OrcaPilot26General HavocWell the polygons are low and if it was scaled up then you will see that the textures will look bad and also the square edges and triangular gattling guns.

That's EA quality for you.

Don't be a idiot, Generals is a RTS game, you never see the models as big as they would be in renegade. Use your damn head.

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