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Subject: RenGuard Does, Indeed, Work

Posted by [Blazer](#) on Fri, 02 Apr 2004 16:35:19 GMT

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drkhaze^ you have a point. I was about to say the mod is only helping what's already possible if you check the game clock when you throw it.. but the same can be said for skin modifications.

How can you say its the same for skin mods? The difference between a normal nuke beacon or timed c4, and one of those freaky glowing neon ones...thats a definite huge advantage.

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