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Subject: CNC Commando: M16A2

Posted by [Deactivated](#) on Tue, 25 May 2004 09:34:55 GMT

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j4S[p]If that's 3,500 polygons... that makes me wonder how much polygons the Hellbender in UT2004 is.

The body itself is just "only" 2500 polys, but the six wheels add another 1000 to count. Each wheel is about 167 polys.

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