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Subject: Free Old Commando Assets  
Posted by [Genocide](#) on Sun, 12 Sep 2004 11:02:52 GMT  
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When C&C Commando first started up i created some models that are now not being used, these are now open source, if you ever use this please credit me for them (Genocide).

The Zip Includes: Orca Lift Truck, Nod Dune Buggy & Nod Cargo Truck All with their textures in DDS Form.

Download: <http://tgnetwk.com/~gen0cide/CommandoPack.zip>

Good Luck,

Genocide

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Subject: Free Old Commando Assets  
Posted by [DeathAX](#) on Sun, 12 Sep 2004 11:37:57 GMT  
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Lift Truck:

<http://www.n00bstories.com/image.fetch.php?id=1125832587>

Buggy:

<http://www.n00bstories.com/image.fetch.php?id=1302558964>

Supply Truck:

<http://www.n00bstories.com/image.fetch.php?id=1112154326>

All three are very nice. I especially like the lift truck , Its very awesome. I don't see how it would come in play unless as a platform for SP or a stationary non-drivable vehicle , That repairs aircrafts when landed on.

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Subject: Free Old Commando Assets  
Posted by [jonwil](#) on Sun, 12 Sep 2004 12:25:47 GMT  
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I would think that the orca lift truck would work such that it deploys somewhere then the resulting deployed vehicle can repair or reload aircraft. From there, it undeploys and moves around.

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Subject: Free Old Commando Assets  
Posted by [Hav0c](#) on Sun, 12 Sep 2004 12:32:17 GMT  
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The Buggy and the truck images are labled the wrong way round, but the lift truck looks great.

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Subject: Free Old Commando Assets  
Posted by [Deactivated](#) on Sun, 12 Sep 2004 12:32:47 GMT  
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<ftp://ftp.westwood.com/pub/cc1/previews/scrnshot/orca.gif>

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Subject: Free Old Commando Assets  
Posted by [Jaspah](#) on Sun, 12 Sep 2004 15:26:08 GMT  
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I think I'd be awesome to see that buggy in future maps... it looks much better than the current one.

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Subject: Free Old Commando Assets  
Posted by [gendres](#) on Sun, 12 Sep 2004 17:49:41 GMT  
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nice

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Subject: Free Old Commando Assets  
Posted by [Toolstyle](#) on Sun, 12 Sep 2004 18:26:35 GMT  
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They look amazing especially the lift truck

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Subject: Re: Free Old Commando Assets  
Posted by [sharra](#) on Wed, 31 Jan 2007 22:34:26 GMT  
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what is this commando thing and can these be added to the renegade because one guy is adding a gun to the game cant you just add the commando assets

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Subject: Re: Free Old Commando Assets  
Posted by [Zion](#) on Thu, 01 Feb 2007 00:02:55 GMT  
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Yes you can if you want to go ahead and rig them.

Also, just to point out, you bumped a 2 year old topic.

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Subject: Re: Free Old Commando Assets  
Posted by [Tankkiller](#) on Thu, 01 Feb 2007 00:33:14 GMT  
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A Great improvement from the SCAREY EA forced models...

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Subject: Re: Free Old Commando Assets  
Posted by [Ryu](#) on Thu, 01 Feb 2007 02:52:00 GMT  
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ROFL @ 2 year bumb, Thats a new record!

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Subject: Re: Free Old Commando Assets  
Posted by [Zion](#) on Thu, 01 Feb 2007 08:10:50 GMT  
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No it's not, there is longer ones, just can't remember where

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Subject: Re: Free Old Commando Assets  
Posted by [nopol10](#) on Thu, 01 Feb 2007 09:26:21 GMT  
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What about roofgnomes?

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Subject: Re: Free Old Commando Assets  
Posted by [Ryu](#) on Thu, 01 Feb 2007 09:35:46 GMT  
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nopol10 wrote on Thu, 01 February 2007 03:26What about roofgnomes?

roofgnomes mod ftmfw!!!

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Subject: Re: Free Old Commando Assets  
Posted by [Spyder](#) on Thu, 01 Feb 2007 14:18:54 GMT  
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Wasn't there already a commando pack released by cnc-source?

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Subject: Re: Free Old Commando Assets  
Posted by [Scrin](#) on Thu, 01 Feb 2007 18:03:53 GMT  
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darksnipa wrote on Thu, 01 February 2007 08:18 Wasn't there already a commando pack released by cnc-source?

cnc-source get other pack... this pack with orca lift (omg) i not saw before, and download link doesnt work anymore, maybe some1 got his pack--share again pls

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Subject: Re: Free Old Commando Assets  
Posted by [Veyrdite](#) on Sat, 03 Feb 2007 02:47:16 GMT  
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supply truck was used in a cutscene at the end of the singleplayer island level, data disk needed though.

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