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Subject: HolyCrapMod

Posted by [Infinint](#) on Sun, 28 Nov 2004 10:18:40 GMT

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This is a completely shitastic mod I made a year ago, slightly unfun, and based on a shitty map. Enjoy.

<http://trielite.afraid.org/holycrapmod2.zip>

<http://trielite.afraid.org/holycrapmod2.zip>

<http://trielite.afraid.org/holycrapmod2.zip>

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Subject: HolyCrapMod

Posted by [Jigg\\_007](#) on Sun, 28 Nov 2004 10:26:42 GMT

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Yeah, i owned your ass badly in that game

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Subject: HolyCrapMod

Posted by [MilkyLep](#) on Sun, 28 Nov 2004 16:22:46 GMT

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Looks funny as hell. Too bad you have such a low fps, and find a better server for the mod, it' will take forever on freewebs.

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Subject: HolyCrapMod

Posted by [liberator](#) on Sun, 28 Nov 2004 18:23:14 GMT

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Besides the ubar-cool missile barrage from the MLRS on the hill, what exactly does this do?

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Subject: HolyCrapMod

Posted by [Infinint](#) on Sun, 28 Nov 2004 18:31:03 GMT

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Pretty much every weapon is modded, GDI is a little better then nod, just dont want to give away too much. I'll get it on a better server some time today.

My fps normely doesnt move away from 60.

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Subject: HolyCrapMod  
Posted by [YSLMuffins](#) on Sun, 28 Nov 2004 18:56:56 GMT  
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Subject: HolyCrapMod  
Posted by [glyde51](#) on Sun, 28 Nov 2004 19:25:25 GMT  
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I'm hosting that off of my website depending on what type of file it is.

EDIT: Just send me it, if it's not a objects.whateverthatextensionwas file I'll host it.  
<http://trielite.afraid.org/renegademods.html>

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Subject: HolyCrapMod  
Posted by [Sir Phoenixx](#) on Sun, 28 Nov 2004 19:31:26 GMT  
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Damn, that's a lot of missiles!

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Subject: HolyCrapMod  
Posted by [Jigg\\_007](#) on Sun, 28 Nov 2004 21:24:53 GMT  
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liberatorBesides the ubar-cool missile barrage from the MLRS on the hill, what exactly does this do? That wasnt a MRLS :rolleyes:

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Subject: HolyCrapMod  
Posted by [glyde51](#) on Sun, 28 Nov 2004 21:32:39 GMT  
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<http://trielite.afraid.org/holycrapmod2.zip>

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Did that Download fast or slow?

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Subject: HolyCrapMod  
Posted by [glyde51](#) on Sun, 28 Nov 2004 21:47:33 GMT  
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Strange mod, almost like a giant cheat fest of a .pkg.

No offence, but it is very unbalanced.

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Subject: HolyCrapMod  
Posted by [icedog90](#) on Sun, 28 Nov 2004 21:53:05 GMT  
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Rofl, 1 fps.

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Subject: HolyCrapMod  
Posted by [Infinint](#) on Sun, 28 Nov 2004 21:54:03 GMT  
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yeah I know, but I lost all the original files when I formated. So thats all there is.

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Subject: HolyCrapMod  
Posted by [Naamloos](#) on Sun, 28 Nov 2004 22:07:22 GMT  
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Holy shit!

Meteor storm!

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Subject: HolyCrapMod  
Posted by [cheesesoda](#) on Sun, 28 Nov 2004 22:15:53 GMT  
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It just froze my computer up.

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Subject: HolyCrapMod  
Posted by [Creed3020](#) on Sun, 28 Nov 2004 22:16:53 GMT

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icedog90Rofl, 1 fps.

I was about to say that.

This should be named: The Make Your FPS 1 Mod.zip

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Subject: HolyCrapMod

Posted by [Infinint](#) on Sun, 28 Nov 2004 22:37:00 GMT

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Thast the point , Try using the sudan/commelion extras, pickup truck was suppos to lay ion cannon but it doesnt work. The trucks next to the 'generic box' near the gdi base are demo trucks.

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Subject: HolyCrapMod

Posted by [jd422032101](#) on Mon, 29 Nov 2004 01:38:46 GMT

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i liked it

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Subject: HolyCrapMod

Posted by [glyde51](#) on Mon, 29 Nov 2004 01:46:40 GMT

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I left down the grenadier fire button for like thirty seconds. I come back a hour later and it's still trying to finish.

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Subject: HolyCrapMod

Posted by [jd422032101](#) on Mon, 29 Nov 2004 01:52:38 GMT

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then your pc sucks i got 24 fps when hade the grenader firing lol the lowest my fps ever got was 12.

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Subject: HolyCrapMod

Posted by [Gernader8](#) on Mon, 29 Nov 2004 02:01:01 GMT

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This mod is pretty sweet.

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Quick! Someone host a game!!!

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Subject: HolyCrapMod

Posted by [glyde51](#) on Mon, 29 Nov 2004 02:07:55 GMT

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kaboomer23then your pc sucks i got 24 fps when hade the grenader fireing lol the lowest my fps ever got was 12.

or you just have a fucking supercomputer

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Subject: HolyCrapMod

Posted by [jd422032101](#) on Mon, 29 Nov 2004 02:17:39 GMT

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nah it not super computer i gusse i was only taping the fire button lol i held it down for 3 second and

i saw the holy light of hell at 0 fps : |

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Subject: HolyCrapMod

Posted by [Infinint](#) on Mon, 29 Nov 2004 02:24:43 GMT

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yeah i should proly warn about the grenadier lol, famers, chem sprayer doesnt work, dunno why. Flame tank last for a little bit before crashing, basicly exploding fire. Try pistol yet, first and second funtion , sbh is oby gun second funtion, GDI sniper rifle used to blocks of C4 but not its just point and click devistation

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Subject: HolyCrapMod

Posted by [jd422032101](#) on Mon, 29 Nov 2004 02:26:52 GMT

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i found out the hard way lol

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Subject: HolyCrapMod

Posted by [glyde51](#) on Mon, 29 Nov 2004 02:32:37 GMT

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I had that light tank outside the airstrip and I was like click BOOM.

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I missed having vehicles for the rest of the map

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Subject: HolyCrapMod

Posted by [Infinint](#) on Mon, 29 Nov 2004 02:34:09 GMT

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Turn off freindly fire

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Subject: HolyCrapMod

Posted by [Infinint](#) on Mon, 29 Nov 2004 03:01:52 GMT

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Well I've been thinking of something that could posably be more screwed up then this. Name ideas:

OMG\_WERE\_ALL\_GONA\_DIE\_mod

or

PwnagInACan, All infantry, vehicals, and buildings made out of tin cans?

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Subject: HolyCrapMod

Posted by [jd422032101](#) on Mon, 29 Nov 2004 03:04:21 GMT

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or OMFG\_I\_JUST\_BLOWN\_MESELFUP-WITH-A-STICK

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Subject: HolyCrapMod

Posted by [Infinint](#) on Mon, 29 Nov 2004 03:07:58 GMT

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lol, nice, isnt there a limit on name size?

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Subject: HolyCrapMod

Posted by [jd422032101](#) on Mon, 29 Nov 2004 03:50:04 GMT

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i dunno

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Subject: HolyCrapMod

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Posted by [z310](#) on Mon, 29 Nov 2004 04:46:07 GMT

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go infinit lol

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Subject: HolyCrapMod

Posted by [jd422032101](#) on Mon, 29 Nov 2004 22:20:07 GMT

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go me : )

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