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Subject: Genegade-Operation Free fall  
Posted by [pulverizer](#) on Sat, 17 May 2003 13:54:47 GMT  
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the site of Genegade- operation free fall is done, I'll keep updating it.

<http://www.genegade.tk/>

more info of the mod, plz go to this topic:  
<http://66.227.104.254/~crimson/viewtopic.php?t=4470>

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Subject: Genegade-Operation Free fall  
Posted by [Nightma13](#) on Sat, 17 May 2003 14:20:27 GMT  
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me = mapper

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Subject: Genegade-Operation Free fall  
Posted by [maytridy](#) on Sat, 17 May 2003 14:21:16 GMT  
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me= Mapper\Modeler

We've just started, so we don't have much yet, but expect alot more soon!

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Subject: Genegade-Operation Free fall  
Posted by [pulverizer](#) on Sat, 17 May 2003 14:23:11 GMT  
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the team:

Slayer- Team leader, website designer, skinner

General havoc- scripiter, commando level editor

laeubi- commando level editor, modeler

Cebt- modeler

Nightma12- mapper

Maytridy- mapper

Titan1x77- mapper

Snipefrag- mapper

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Subject: Genegade-Operation Free fall  
Posted by [maytridy](#) on Sat, 17 May 2003 14:28:13 GMT  
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\*Cough, Cough, "Maytridy-Mapper, Modeler" Cough Cough\*

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Subject: Genegade-Operation Free fall  
Posted by [NeoX](#) on Sat, 17 May 2003 17:45:31 GMT  
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Me=Modeler

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Subject: Genegade-Operation Free fall  
Posted by [Skier222](#) on Sat, 17 May 2003 20:47:15 GMT  
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ic Maytridy, work on other peoples maps (sniffle). you obviosly dont care about ur friend and his map (cry)(runs to room slams door jumps on bed and crys allnight).

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Subject: Genegade-Operation Free fall  
Posted by [maytridy](#) on Sat, 17 May 2003 21:58:40 GMT  
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lol.

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Subject: Genegade-Operation Free fall  
Posted by [Dishman](#) on Wed, 21 May 2003 07:39:44 GMT  
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Hahahaha, do you honestly need four mappers? :rolleyes:

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Subject: Genegade-Operation Free fall  
Posted by [maytridy](#) on Wed, 21 May 2003 20:42:40 GMT  
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I'm a mapper\modeler, so I'm not doing much mapping. I will probably only make one map. So,

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there will probably be 4-7 maps.

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