
Subject: What About A Renegade Based On Generals?
Posted by [Seawolvz](#) on Thu, 20 Mar 2003 14:37:31 GMT

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What if they turned Generals into a Renegade type game? Who would have the better infantry and vehicles?

Subject: What About A Renegade Based On Generals?
Posted by [The Argon Array](#) on Thu, 20 Mar 2003 15:32:04 GMT

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I think C&C is a better setting. But, on the other hand the GLA does have cool units, the Toxic Tractor.....("My own special Brew").

Also the tunnel network, be able to move to any part of the base instantly even with vehilces, makes base defence easier...

Subject: What About A Renegade Based On Generals?
Posted by [L3f7H4nd3d](#) on Thu, 20 Mar 2003 18:38:20 GMT

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Subject: What About A Renegade Based On Generals?
Posted by [maj.boredom](#) on Thu, 20 Mar 2003 19:15:39 GMT

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A little FYI: The guys over at www.imperium-ww.pl are doing a Renegade to Generals Mod. It's a Polish site so its kinda hard to understand w/o a good translator. And no, for all you wise guys out

Subject: What About A Renegade Based On Generals?
Posted by [kawolsky](#) on Thu, 20 Mar 2003 20:40:42 GMT

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Any good?
