Subject: Re: Nod renegade Posted by Jerad2142 on Mon, 11 Jun 2007 05:35:56 GMT View Forum Message <> Reply to Message

Cpo64 wrote on Fri, 08 June 2007 02:53Its to bad the AI can see stealthed units... otherwise some SP mods could have been a lot of fun. Hehe, wait for Renhalo, you will find it quite interesting.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums