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Subject: What are Renegade "extras"?  
Posted by [ArUsH4nll](#) on Tue, 13 May 2003 07:40:16 GMT  
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is it that thing how you type extras into command console and it give u the sedan and other units in non ladderred games?

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Subject: What are Renegade "extras"?  
Posted by [Blazer](#) on Tue, 13 May 2003 10:10:15 GMT  
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Yep.

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Subject: What are Renegade "extras"?  
Posted by [nfinitefx](#) on Tue, 13 May 2003 15:25:05 GMT  
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It also gives Nod lots of unfair advantage like the Templar and the Chameleon Vehicle

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Subject: What are Renegade "extras"?  
Posted by [KIRBY098](#) on Tue, 13 May 2003 17:35:44 GMT  
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There was a real Chameleon made for fun by the techs at at Westwood Studios. It was remote controlled job.

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Subject: What are Renegade "extras"?  
Posted by [kopaka649](#) on Tue, 13 May 2003 22:35:19 GMT  
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i've never really seen the use of a chameleon

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Subject: What are Renegade "extras"?  
Posted by [Madtone](#) on Tue, 13 May 2003 22:57:18 GMT  
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good strong armour, can act as an apc that is fast, strong but has no gun...

is great fun watching n00bs run away while you hunt them down and squish em'

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umm

It looks kinda cool

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Subject: What are Renegade "extras"?

Posted by [Havocman](#) on Wed, 14 May 2003 02:12:38 GMT

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KIRBY098There was a real Chameleon made for fun by the techs at at Westwood Studios. It was remote controlled job.

Was in Battlebots Version 4.0 it lost.. well What did you expect..? It went up aginet Ram rod. Stuck the stupid thing Right in it.

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