

---

Subject: new mod

Posted by [Anonymous](#) on Wed, 12 Feb 2003 10:38:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm making a new mod. I wanna keep the details under wraps for now, but i need a modeller, a mapper, skinner and someone with script axperience and someone who can make vehicle and new buildings.

---