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Subject: Some update about the Ra2 mod for renegade  
Posted by [Anonymous](#) on Mon, 30 Sep 2002 03:44:00 GMT  
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dude i have an idea on how the civ buildings could work like they were captured. the air field would have 2 aircrafts on the pad that the first people there would get. and teh derrick could have a bunch of money crates inside for the first person in there to collect.

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