
Subject: Need some help, with a renalert "mod".
Posted by [Aircraftkiller](#) on Sun, 29 Aug 2004 14:49:07 GMT
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Because I don't support "mods" that turn our game into something that isn't officially supported. I encourage fan made works for what we're doing, but I cannot support things that rape the gameplay.

"gave Volkov high jump and 500 armor"

Are you a fucking retard?? You may as well just place a timer script which destroys all the Allied structures after 30 seconds, it'll have the same effect as the bullshit unbalanced changes you're making...
