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Subject: Red Alert 2 : Vengeance

Posted by [bigwig992](#) on Sun, 10 Apr 2005 02:43:13 GMT

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A lot of cool coding was done for it, ranking up, deploying vehicles and a couple other things. A lot of buildings were modeled too but soon they were out of date. I really wish KGB let us help out more with the mod, it was kind of secluded.

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