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Subject: WW Gaurd Post & Commando figure @ Mod X

Posted by [Dante](#) on Fri, 09 May 2003 23:13:54 GMT

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i retextured that stuff, and i used the names of the objects as the names of the mesh it was based from, so you can blame me for that (if there is blame for it :/)

also, it is the Nod Command Console that has the commando+ mesh in it

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