
Subject: Medieval themed mod, anyone interested?
Posted by [Sir Phoenixx](#) on Thu, 05 Jun 2003 01:02:28 GMT
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I was wondering is hand-to-hand and melee weapons of varying sizes possible? And how would it be done?

(Example: daggers, knives, swords, axes, spears, etc.)

(Thinking about a Medieval type theme...)

(edit: So would there be anyone that would be intested in working on a Medieval themed mod?
Skinners, mappers, bonners, scripters, etc.)
