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Subject: Medieval themed mod, anyone interested?  
Posted by [Sir Phoenixx](#) on Thu, 05 Jun 2003 01:19:59 GMT  
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I was thinking of having a medieval themed mod, melee and ranged weapons (bows, crossbows, throwing knives/axes/spears/etc.) and magic (fire ball, lightning, etc. For these there could just be the hands on screen with a glowing ball of fire/electricity)... The sides could be two 'clans', one is evil (nod), the other is good(gdi).

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