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Subject: C&C Commando Development Screenshots  
Posted by [bigejoe14](#) on Wed, 31 Mar 2004 20:23:40 GMT  
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Medal of Honor: Allied Assault uses the Quake 3 engine. Does that make it a mod?  
Return to Castle Wolfenstein uses the Quake 3 engine. Does that make it a mod?  
Americas Army uses the Unreal engine. Does that make it a mod?  
Renegade Alert uses the Renegade engine. Does that make it a mod?

Just because a game uses a similar engine dosen't immediately make it a mod.

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