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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sat, 14 Sep 2002 03:02:00 GMT  
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Anybody making one?Anybody want to make one?

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sat, 14 Sep 2002 05:27:00 GMT  
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I dont know, but i got some old voxels i made for ts if u want em, which u probably dont...

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sat, 14 Sep 2002 07:44:00 GMT  
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just make em if you feel like

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sat, 14 Sep 2002 09:46:00 GMT  
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My Space Marine Army has never lost a battle, someone make one!

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sun, 15 Sep 2002 03:26:00 GMT  
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I made a start on one a while back.LinkyIF you wanna take these models and use them you're more than welcome to, if I'm credited

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Thu, 19 Sep 2002 10:04:00 GMT  
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Ugh im fed up of playin as friggin space marines. do tau vs tyranids or somthing interesting.

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Subject: WarHammer 40k Mod

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Posted by [Anonymous](#) on Thu, 19 Sep 2002 15:25:00 GMT

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I need a team to help anybody interested?

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Subject: WarHammer 40k Mod

Posted by [Anonymous](#) on Thu, 19 Sep 2002 15:28:00 GMT

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I was thinking eldar, imp. guard, space marines, and tau on one side. Chaos space marines, Dark eldar, tyranids and orks on the other.

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Subject: WarHammer 40k Mod

Posted by [Anonymous](#) on Thu, 19 Sep 2002 15:47:00 GMT

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If someone can get me loads of pictures of the tanks etc . . I can try to model some . . . .

---

Subject: WarHammer 40k Mod

Posted by [Anonymous](#) on Fri, 20 Sep 2002 02:27:00 GMT

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Well, you got 3 space marine models, I dont need them. They dont have any bones in tho.

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Subject: WarHammer 40k Mod

Posted by [Anonymous](#) on Fri, 20 Sep 2002 15:56:00 GMT

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Okay this is starting to come together i can scan some pics and send them to you. Now we need a mapper.

---

Subject: WarHammer 40k Mod

Posted by [Anonymous](#) on Sat, 21 Sep 2002 13:02:00 GMT

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There must be somewhere on the net with loads of pictures of the models . . .Oh and I haven't got round to learning how to add bones and stuff, just messed about with gmax . .One last thing, quite a few of the vehicles (?) have no rooves so it won't be as easy to put together, but it is possible, just needs researching a bit.

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sat, 21 Sep 2002 14:38:00 GMT  
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Games Workshop Space Marines This is the Online Store, by looking at the bar on the left, you can usually get a picture when you click on it. And for Open Topped vehicles, just make a little "Protective Shield".

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sun, 22 Sep 2002 00:49:00 GMT  
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Where's the LAND RAIDER??? And by the way, those models are awesome.

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sun, 22 Sep 2002 03:55:00 GMT  
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<http://www.geocities.com/killakanz/warhammer.html>^ My space marine army, well, actually a small handfull [ September 22, 2002, 03:56: Message edited by: killakanz ]

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sun, 22 Sep 2002 08:22:00 GMT  
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NICE MODELS! [ September 22, 2002, 08:30: Message edited by: Gun ]

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sun, 22 Sep 2002 18:04:00 GMT  
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ok i have made a start on the demolisher (imperial guard i think) cos i got bored.i suppose we are going to have to model all the units as well !

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sun, 22 Sep 2002 19:14:00 GMT  
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Great!!Vehicles StartedWe need to figure out the structures next.And we need to start planning maps

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sun, 22 Sep 2002 19:32:00 GMT  
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Yay! BUT WHERE'S MY LAND RAIDER???? AHFFF! Good work guys, I can help with weapons if necessary, I'm really good at Commando. Any of you heard of the old mod Project Zero?

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 03:04:00 GMT  
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Yes i remember project zero.We need to get a webpage up and organize a little

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 11:49:00 GMT  
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so can we clarify on which armies we will be including in the mod ?

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 13:09:00 GMT  
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Definitely Tau vs Space marines (SC are probably easiest to model)I have a pulse carbine (for Tau Gun Drone) model... i guess i could upload a pic; untextured, and high poly.

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 13:23:00 GMT  
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ahh, so i can stop making my demolisher then ?we may have a problem with the vehicles that stand on two legs though, unless someone is good at animation and bones etc. .

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 13:29:00 GMT  
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make them infantry; the Tau Battlesuits are just that - battlesuits; armor. Same with SC Assault and Dred suits.

---

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 13:43:00 GMT  
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good idea but still animation needs to be done ?

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 13:56:00 GMT  
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I'm not an expert, but can't we use infantry bones? Besides, me, with my bad talent, could probably make anims for the dreds (very simple)

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 14:09:00 GMT  
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maybe but not necessarily.if someone knowledgable (?) reads this, then please reply.ok I am going to start on the predator.oh and what colour scheme are we going to use ? (ultramarines, blood angels etc . . )

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 14:13:00 GMT  
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UltraMarines. More recognizable.

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 14:44:00 GMT  
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ok, before i indulge myself in the predator, i shall remind myself that killakanz (?) has already done them !!ok lets go look for a tau to model . . . .

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 14:52:00 GMT  
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and finds the crisis battlesuits.this might take me a while !

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 15:41:00 GMT  
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---

i have no tau; tho i have no digital camera; tho i can scan pics of the model assembly instructions

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 16:07:00 GMT  
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you dont need to li have found some useful pics at gamesworkshop website.it is rather complex tho so i will need to think about it a bit, plus i will be starting uni soon so i dont know how much i can get done . . .

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 16:09:00 GMT  
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we can use renegade bones for infs, animations shouldn't be \*too\* hard for the battlesuits/armors

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 17:24:00 GMT  
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if ya say so . . .

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 17:34:00 GMT  
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You think you can point me to those "useful" pics?

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 17:39:00 GMT  
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goto the Games Workshop website and move the mouse onto "Warhammer 40k" and then click on the army you want. Then there will be a link to a gallery (the layout is different for each army).

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 17:42:00 GMT  
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oh, those pics, i thought you had something more schematic-like. features are hard to make out with those painted models.

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 17:44:00 GMT  
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some of them arent too bad.

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 23 Sep 2002 19:44:00 GMT  
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Project Zero, those were the days. I was the lead Commando Editor for that. It's easy work for me! Someone please model a Land Raider! Also a Vindicator, and a Vindicare Assasin.

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Tue, 24 Sep 2002 15:27:00 GMT  
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Another place for pics is Forge World <http://www.forgeworld.co.uk/>

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Tue, 24 Sep 2002 19:07:00 GMT  
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I would have mentioned that, but they are complex, and now that you have, make the WARHOUND TITAN! Thanks guys, I'm already thinking of the weapon stats, and things like that...

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Tue, 24 Sep 2002 21:21:00 GMT  
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We need to organize this a little better. If you email me at [rsa116@attbi.com](mailto:rsa116@attbi.com) tell me what you want to do etc. also if u have aim, icq, irc, msn messenger and your name on that. I will collect every thing and send it out so everybody has the same information and we can coordinate a little better.

---

[ September 24, 2002, 21:24: Message edited by: Chronigan ]

---

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Wed, 25 Sep 2002 00:42:00 GMT  
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ok started on the landraider, the tau suit seemed a bit complex for now . . .

---

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Wed, 25 Sep 2002 02:09:00 GMT  
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quote:Originally posted by Steven Denman:ok, before i indulge myself in the predator, i shall remind myself that killakanz (?) has already done them !! Whenever you want em send me an email (killakanz@imneverwrong.com) saying where you want em sent to and i'll zip em up and send em over.

---

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Wed, 25 Sep 2002 08:54:00 GMT  
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---

check your email, i believe chronigan has sent an email !

---

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Wed, 25 Sep 2002 17:32:00 GMT  
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Gun10000@msn.com (Email/MSN)Heeros Neo Bird (AIM)You'll need my help, thank, later...

---

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Wed, 25 Sep 2002 21:31:00 GMT  
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im gonna try an help out by making some tau models

---

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Thu, 26 Sep 2002 16:53:00 GMT  
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Well, guys. I found a way. For armor/health, it is the inverse of the save, multiplied by the Wounds, then multiplied by the Toughness times three, and rounded to the nearest ten, always upwards. The Toughness is used for the type or armor as well. For Vehicles, the Armor is the highest Armor Value squared, and then multiplied by two, and for health, you do that for the lowest Armor value. This is also rounded up. For weapon strength, you take the Strength multiplied by the inverse of the AP, times five. You may not understand this, but I do...  
HeheRichard out--Gun

---

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Thu, 26 Sep 2002 17:34:00 GMT  
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ill make one now ill just call it ranger44@hotmail.com

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Thu, 26 Sep 2002 17:48:00 GMT  
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email me with my old 1 i thought that didnt work anymore solidsnake444@hotmail.com

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Thu, 26 Sep 2002 17:55:00 GMT  
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Any body want to take a shot at mapping? I can try if nobody else wants to but it will probably take me a while. gmax does not like me.

---

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Thu, 26 Sep 2002 21:06:00 GMT  
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So, what are the teams, Imperium vs All?

---

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Fri, 27 Sep 2002 00:02:00 GMT  
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Ranger 44ok can you give me your e-mail?

---

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Fri, 27 Sep 2002 06:58:00 GMT  
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i think its space marine vs tau

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Fri, 27 Sep 2002 11:58:00 GMT  
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eldar, imp. guard, space marines, and tau on one side. Chaos space marines, Dark eldar, tyrannids and orks on the other and some maps may just be one race v.s. another

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Fri, 27 Sep 2002 18:16:00 GMT  
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who's side would they be on? They really have no common interest with the others.

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sat, 28 Sep 2002 00:41:00 GMT  
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what about necrons????

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sat, 28 Sep 2002 08:43:00 GMT  
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i agree.

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Sun, 27 Oct 2002 17:20:00 GMT  
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You guys? Are we doing anything?

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 28 Oct 2002 01:00:00 GMT

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okay maybe this thing is still alive

---

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 28 Oct 2002 12:54:00 GMT

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Hey! can make you some models and animate them for you?

---

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Mon, 28 Oct 2002 15:01:00 GMT

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Yeah!

---

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Tue, 29 Oct 2002 09:50:00 GMT

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Would you mind if i stole the idea of a 40k Mod and made it real, as in website etc?I got some cool ideas for maps like a Space Hulk one...

---

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Tue, 29 Oct 2002 13:00:00 GMT

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Excellent, got MSN?

---

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Tue, 29 Oct 2002 15:14:00 GMT

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no I will use anything else though.I don't like having to have it open when i get my mail.

---

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Tue, 29 Oct 2002 16:41:00 GMT

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Unit35, what is your MSN? I am part of this too you know...

---

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Tue, 29 Oct 2002 18:11:00 GMT  
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I d-loaded AIM I am Chronigan on that

---

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Wed, 30 Oct 2002 00:16:00 GMT  
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why don't we work together?

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Wed, 30 Oct 2002 12:34:00 GMT  
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MSN >> son\_of\_asmodeus@hotmail.com-mail >> ian.ritson@ntlworld.comA head less Space Marine Model

---

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Wed, 30 Oct 2002 16:25:00 GMT  
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d-load dante's help file

---

---

Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Wed, 30 Oct 2002 19:38:00 GMT  
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Oh yeah...MSN/E-Mail: Gun10000@msn.comAIM: Heeros Neo Bird

---

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Subject: WarHammer 40k Mod  
Posted by [Anonymous](#) on Thu, 31 Oct 2002 13:33:00 GMT  
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your on my list

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