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Subject: [Model Replacement] APB - Nod Engineer  
Posted by [Di3HardNL](#) on Tue, 28 Jul 2009 07:47:03 GMT  
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This will replace the Nod Engineer with the mechanic from the mod A Path Beyond.

Download on the mainpage of my website  
[www.renegademodels.tk](http://www.renegademodels.tk)

Here you can see the character in action if you are not sure if you want to use it  
<http://www.youtube.com/watch?v=ahtw-YrJQHY>

### File Attachments

1) [APB - Nod Engineer - Di3HardNL.rar](#), downloaded 112 times

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Subject: Re: [Model Replacement] APB - Nod Engineer  
Posted by [anant](#) on Tue, 28 Jul 2009 08:42:17 GMT  
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awesome!  
Thanks, im using it :thumbsup:

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Subject: Re: [Model Replacement] APB - Nod Engineer  
Posted by [Goztow](#) on Tue, 28 Jul 2009 12:52:07 GMT  
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Attach to post?

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Subject: Re: [Model Replacement] APB - Nod Engineer  
Posted by [Di3HardNL](#) on Tue, 28 Jul 2009 14:02:40 GMT  
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Im going to convert some more cool chars from APB

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Subject: Re: [Model Replacement] APB - Nod Engineer  
Posted by [Starbuzzz](#) on Tue, 28 Jul 2009 14:23:23 GMT  
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Di3HardNL wrote on Tue, 28 July 2009 09:02Im going to convert some more cool chars from APB

Yes, please do. I have a suggestion: replace Hotwire with Tanya...would kick ass imo.

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Subject: Re: [Model Replacement] APB - Nod Engineer  
Posted by [JsxKeule](#) on Tue, 28 Jul 2009 16:32:35 GMT  
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would be kick ass yay  
but the character models from a path beyond arent that good  
maybe convert the little display computer for the rep gun  
and make the rep beam invisible^^

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Subject: Re: [Model Replacement] APB - Nod Engineer  
Posted by [slosa](#) on Tue, 28 Jul 2009 18:46:57 GMT  
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ehh it's ok

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Subject: Re: [Model Replacement] APB - Nod Engineer  
Posted by [Tupolev TU-95 Bear](#) on Tue, 28 Jul 2009 20:02:56 GMT  
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what about volkov into havoc?

As volkov gets the gun sound like a ramjet and it would be kickass for havoc (plus GDI get a cyborg )

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Subject: Re: [Model Replacement] APB - Nod Engineer  
Posted by [cnc95fan](#) on Tue, 28 Jul 2009 22:56:36 GMT  
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That's the technician, not the mechanic

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Subject: Re: [Model Replacement] APB - Nod Engineer  
Posted by [YazooGang](#) on Wed, 29 Jul 2009 00:42:20 GMT  
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goliath35 wrote on Tue, 28 July 2009 15:02 what about volkov into havoc?

As volkov gets the gun sound like a ramjet and it would be kickass for havoc (plus GDI get a

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cyborg )

1 sound doesnt make everything same. I think volkov is better for the mutant raveshav, or just raveshaw.

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Subject: Re: [Model Replacement] APB - Nod Engineer

Posted by [Goztow](#) on Wed, 29 Jul 2009 06:25:45 GMT

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I'm in a good mood, so I uploaded the file to your post.

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Subject: Re: [Model Replacement] APB - Nod Engineer

Posted by [Di3HardNL](#) on Wed, 29 Jul 2009 08:15:34 GMT

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I just wanted to let people see my new website look

but thanks

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Subject: Re: [Model Replacement] APB - Nod Engineer

Posted by [Tupolev TU-95 Bear](#) on Wed, 29 Jul 2009 11:49:42 GMT

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YazooGang wrote on Wed, 29 July 2009 01:42goliath35 wrote on Tue, 28 July 2009 15:02what about volkov into havoc?

As volkov gots the gun sound like a ramjet and it would be kickass for havoc (plus GDI get a cyborg )

1 sound doesnt make everything same. I think volkov is better for the mutant raveshav, or just raveshaw.

oh yeah good point

I think normal raveshaw sounds better

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Subject: Re: [Model Replacement] APB - Nod Engineer

Posted by [JsxKeule](#) on Wed, 29 Jul 2009 12:06:42 GMT

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i think volkov for mutant raveshaw

and the normal cyborg from reborn fpr the normal ravesahw is the best^^

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Subject: Re: [Model Replacement] APB - Nod Engineer  
Posted by [Boofst0rm](#) on Wed, 29 Jul 2009 12:07:44 GMT  
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good good

am using

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Subject: Re: [Model Replacement] APB - Nod Engineer  
Posted by [DutchNeon](#) on Wed, 29 Jul 2009 16:22:26 GMT  
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I wonder if Chronojam is going to like this

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