Yeah, I don't understand that either. Because they're going stand-alone they obviously need to add/replace a lot of stuff, but I'm not sure how focusing on a single player campaign really helps, they still need to add everything to support multiplayer. From the earlier comments it seems to be implied they somehow used (lots of) UT3 resources for the maps, but I'm not sure how making a single player campaign helps porting multiplayer maps over in any significant way.