Subject: Mod Question
Posted by Anonymous on Sat, 08 Feb 2003 10:11:00 GMT
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Ok, im makin a map where there's two walls blocking the AGT and the Obelisk, the way I want it is, nod has an advantage having an obelisk that can shoot oncoming vehicles, but I want the disadvantage to be that it can be shot at from the other wall by GDI rocket soldiers.My question is how do I get the rocket soldiers to have a longer range of weapon so it can shoot that far.Thank you