Stuff in it:
- Snipers cost 0
- No credit tickel
- No vehcles
- Spawn as minigunner but can't move until you buy a sniper
- Can't kill non sniper characters
- Can't damage buildings (but the announce things still go off, but you can change a setting in server2.ini)
- This mod dosn't blow up the buildings
- No beacons
- No fall damage
- Fare play (get points for damage and no mass points for kill, so eat that kill whores!)
- No C4
- No Pistal

Settings you need to change:
- Set start credits to 1000
- Set drop weapons to 0 for each map (in server2.ini)

NOTE:
- remane this from objects.ddb to objects.aow
- built for BrenBot and AOW 1.34 (tested)

Edit: this version dosn't crash on base defence maps like it's pre-diseser

File Attachments
1) sniper.rar, downloaded 145 times