
Subject: Sniper mod

Posted by [theplague](#) on Sun, 24 Jul 2005 11:33:15 GMT

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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 Pystal

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 233 times
