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Subject: A mod question

Posted by [Anonymous](#) on Tue, 10 Dec 2002 14:11:00 GMT

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The only game I've ever modded before was Tiberian Sun and I had to use SunEdit2K to do it. I can use the rules.ini editor that came with it. Okay, I want to change the amount of damage that certain weapons do in the game. Such as a Sniper Rifle does 100 damage to infantry, 30 to light vehicles, 3 to heavy vehicles, etc.. How do change the amount of damage the weapon does?

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