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Subject: Disable list

Posted by [reborn](#) on Tue, 17 May 2005 20:26:57 GMT

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if you would like me too i could change the cost of the 1000 sniper to 500, reduce his health armor to that of a 500 sniper and give him the 500 sniper rifle, kinda defeats the point of having a 1000 sniper character but it would resolve the issues... I am not sure but you might have to have 100 credits to be able to buy it, but then it would only take 500 creds, i am not sure about this, but i think it would be the case.

Or if you prefer maybe make it 750 credits, keep the health and armor and change the weapon to 500 sniper rifle.

I do not know of a way however to change the bullets of the ramjet to be less effective against specific vehicles.

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