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Subject: the Medieval mod

Posted by [Sir Phoenixx](#) on Wed, 16 Jul 2003 02:04:50 GMT

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Melee weapons like: daggers, swords, axes, pole arms, spears, staves, etc.

Ranged weapons like: bows, crossbows, and maybe some throwing weapons.

Magic weapons like: fire ball, ice bolt, or something like that (The gun will be the hand, with an animated/glowing fire ball/etc. floating between the hands, when you fire the "gun" it does a throwing animation and shoots the ball at the enemy)

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