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Subject: Cops & Robbers Modders Needed

Posted by [Mono1TM6](#) on Sun, 09 Mar 2003 17:39:21 GMT

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There needs to be a mod because:

- lot oh ppl screw game up need mod to close loop holes
- nothing to rob so we need an idem like flag or something to steal from one team
- no jail we need jail
- jail can have keycard access and getting killed drops key like flag or other item of theft get dropped
- one team get points by robbing and returning, other team get points by arresting and retrieving
- need new vecs that are better for chasing
- need maps that are more idel for a true C&R
- need fast cop car with 150/150 health/armor and fixed placement M.Gun
- need robber van w/ 150/150 health/armor and fixed M.gun placement
- need to keep Transhelis
- need swat van 200/200 (GDI APC w/ paint job and w/o M.gun)
- need bank armored truck 200/200 (Nod APC w/ paint job and w/o M.gun)
- need new look for bases so it seem or like a cops vs robber deal instead of army vs tarror

Ideas of futility I know, it is not going to happen, but I can have pipe dreams.

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