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Subject: mod

Posted by [ghost](#) on Sun, 11 Sep 2005 05:06:33 GMT

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how would i make a certain soldier have a ob/agt gun?

I already edited almost every unit (price,power,health,skin) and well idk how to make that

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Subject: Re: mod

Posted by [Naamloos](#) on Sun, 11 Sep 2005 14:14:55 GMT

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Just give 'Ammo\_AGT\_Missile' and 'Ammo\_Obelisk' to the weapon you wan't it to have.

They are both located in Munitions > Ammo > Ammo\_Structure\_Weapons.

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