Subject: Sniper Mod [UPDATE (Version 2.0)]
Posted by Anonymous on Tue, 28 Jan 2003 07:57:00 GMT
View Forum Message <> Reply to Message

I have updated the my Snipermod. You find it here What the mod do: This Mod allows a kind of Snipermatch:*Both sides can only buy Sniper Units (+ Rave and PIC)*Buildings are not destry/damageable*Ion/nuke not accescable*Both sides have only a civil car(With new skin)*Normal Sniper cost 100 advanced 200 credits, also the diferent Skins are selectable directly*Extras are disabled*Base defense diabled*If you kill a unit it gives you one point (2 Point for advanced units) Thats like a simple 'FRAG' Statistik*Team with most points/Frags wins!*All Westwood Maps accesable

Subject: Sniper Mod [UPDATE (Version 2.0)]
Posted by Anonymous on Tue, 28 Jan 2003 09:43:00 GMT
View Forum Message <> Reply to Message

your ra1 mod kicks @ss, when will it be completed, can i be a beta tester?