
Subject: Campaign mods.

Posted by [DoMiNaNt_HuNtEr](#) on Mon, 30 Jun 2014 20:46:07 GMT

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Are there mods that can give you weapons like the shotgun or the ramjet, railgun, any gun you want that isn't in the campaign?

I'm looking for as many singleplayer mods as possible, like one that makes you have the SBH's cloak ability.

Subject: Re: Campaign mods.

Posted by [zunnie](#) on Mon, 30 Jun 2014 21:06:19 GMT

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Not exactly what you asked for but all we have currently in our downloads is a Godmode mod that makes your Havoc invincible in Single Player.

Make sure you delete the objects.ddb from your Data when trying to play online.

<http://multiplayerforums.com/index.php?/files/file/162-godmode-in-single-player/>

Maybe someone else has something more for you..

Subject: Re: Campaign mods.

Posted by [DoMiNaNt_HuNtEr](#) on Thu, 03 Jul 2014 15:37:17 GMT

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Bullocks! Thats all there is eh? A cloak mod would be sick, so can sneak up on all of them Nodies, and listen to their conversations.

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Make them go:

"What was that?"

"Show yourself infidel!"

Another thing that would be sick would be a mod that makes GDI soldiers invincible too. To constantly have some bodyguards would be cool.

Subject: Re: Campaign mods.

Posted by [DoMiNaNt_HuNtEr](#) on Wed, 30 Jul 2014 03:03:53 GMT

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DAAAAAAAYUUM!

Is there any hope of a savior? Does this campaign even have any good mods? WHERE ARE THE FORUMITES TO TELL US WHAT IS WHAT? And what can be done...
