
Subject: Re: Crate Bonuses

Posted by [bnkmstr2](#) on Tue, 31 Jan 2012 17:21:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Found this list in the WIKI, but it is incomplete..... is there an update for ssgm 4.0 ?

CrateWeapon - Grants you a random weapon.

CrateMoney - Grants or Takes 1 up to 1000 credits

CratePoints - Grants or Takes 1 up to 500 points

CrateVehicle - Grants a random vehicle from either team

CrateDeath - Kills you

CrateTiberium - kills you with tiberium and spawns a Visceroid AI unit

CrateAmmo - Refills all your weapons ammo

CrateArmor - Refills your armor once or sets it to 1

CrateHealth - Refills your health once or sets it to 1

CrateCharacter - Changes your character to a random one from your team

CrateButterFingers - Removes all your weapons but pistol or timed c4

CrateRefill - Refills all your armor, health and weapons ammo

CrateBeacon - Grants you a Nuclear or Ion Beacon

CrateSpy - Makes you invisible to base defenses

CrateStealth - Grants your character stealth abilities

CrateThief - Takes away all your money
