
Subject: Re: [SSGM 4.0 Plugin] Harvester Shells
Posted by [reborn](#) on Sun, 08 Jul 2012 19:46:15 GMT
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If you're adding or changing vehicle weapons via a library, then consider adding vehicle drops. I worked on something similar some time ago as a bit of fun/concept, but believe there could be something in it...

MaxArmorIncrease/Speed/regen/weapons/range/damage/Armor/Health/Stealth

Just food for thought.
