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Subject: Buying armour & health.

Posted by [Halo38](#) on Tue, 11 Mar 2003 18:07:33 GMT

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Deafwasplol, I hardly ever die unless the n00bs on my side get us doomed. Like the time I was a mendoza and was attacking gdi, and the idiots let a damn medium tank take out the obelisk. I was too far away. But when they started mammy rushing I took out 3 mammys before I died for the first time.

But back on subject, I think all mods should charge for a refill. I do beleive it was the creators original intent to open up a refill menu instead of just refilling you when you clicked on refills. Because in the files are PT icons for Health, armour, ammo, and other powerups. It would be cool if for 1000 credits you could buy armour that doubles your armour, and a needle looking icon that double your health for 1000 creds. But head shots, of course would still kill you.

If you doubled your health and armour you could take 2 obby Hits! no one would obby walk anymore because you wouldn't need to!!

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