
Subject: Max armor/health increase

Posted by [Titan1x77](#) on Sat, 15 Mar 2003 01:36:50 GMT

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

ok i figured it out

Object>Upgrade>POW medal armor/health

Then just use that for a preset in a spawner

On a Side note.....How do i have something spawn for the 1st time say 10 mins into the game??
