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??

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