
Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by [havoc9826](#) on Wed, 20 May 2009 06:41:56 GMT
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TNaismith wrote on Tue, 19 May 2009 21:49<http://forums.black-cell.net/index.php?topic=5760.0>

The way the ammo drop is described there, it seems more of something that can be picked up by only one person or is a destructible, one-time object.

That's exactly how it was, except vehicles could pick up this crate as well. Only the enemy team could destroy it if they wanted to, though since they could just steal it, the only reason to destroy it would be if they couldn't reach it first. It was parachuted to the team commander's current position, provided he wasn't within a certain distance of the enemy base. I was able to find two screenshots among hundreds/thousands (I'm not gonna look through my videos) that actually had the crate in it:

Unfortunately, the BC Wiki was never restored after the most recent website crash, so you'll have to make do with what's in that thread and an [archive.org](#) copy of the wiki [here](#).

quick wiki description of supply crate
Supply Drop is a Commander only ability that paradrops a Supply Crate at the Commander's position. This Supply Crate serves 2 purposes: it can be picked up by anyone on either team, except the Commander who called it in, for a full refill; the crate also has its own Healing Aura which does not stack with the Commander's. It costs 500 credits to call in a Supply Drop and it can only be used once every 3 minutes. The enemy can also destroy it with regular weapons fire. A Supply Drop can be called in either through the teamchat command !supply or the keyboard shortcut SupplyDrop(numpad period default). You cannot call down crates within or directly on the border of the enemy base.

It's really nice that reborn's trying to recreate some of the features that used to make Black-Cell my favorite server until it lost too much of its playerbase for me to care to hang around anymore. I miss the good times :/
