CnC_Nod_Truck_Player_Secret

I tried to adjust this vehicle its health type and set it
to CNCVehicleHeavy instead of the light armor so it takes
longer to kill it.

But, no matter what i do either setting the skin through objects.ddb
or with the scripts.dll Set_Skin(obj,"CNCVehicleHeavy");
it simply refuses to apply :S

I have it so far that it repairs itself quite fast (like the mammy
does but faster)..

Anyone know what is stopping the truck from taking up changes like this? Annoying as hell lol

(edit: this is meant to be serverside btw)