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Subject: Re: Weapon Drops/Keeping the Weapon  
Posted by [Khyron263](#) on Wed, 24 Feb 2010 17:23:48 GMT  
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playing around some, is there a way.... instead of a weapon, to also add a random element to it?

Like, most of the time you pick up a pack and get the weapon from the person that got killed... or, instead of the weapon you can get turned into another char. or call in an airstrike, or money, something like that.

Kind of incorporate a crate element into it as well.... but only a low percentage.

maybe 10% of the time you get a random event.

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