Cursed Prowlers

e5m1_spear_patch2\generated\decls\aicomponent_prototypes\aicomponent\prowler_cursed.decl

> Some of the curse effects do not apply to clients. This decl change will make it consistent for both host and client.

```
{
	edit = {
		curseArmorInfo = {
			armorBuffModifiers = {
				className = "idEntityModifier_Berserk";
				object = {
					durationInSeconds = {
						minRange = -1;
						maxRange = -1;
					}
					damageTakenScale = 1;
					goreDamageScale = 1;
					disabledPainTypes = "BF_PAIN_STAGGER BF_PAIN_STAGGER_VULNERABLE";
					buffOverrides = {
						num = 10;
						item[0] = {
							damageDecls = "player_power_direct";
							damageTakenScale = 4;
							goreDamageScale = 1;
						}
						item[1] = {
							damageDecls = "player_power_aoe";
							painTakenScale = 0;
							goreDamageScale = 0;
							disabledPainTypes = "BF_PAIN_FALTER_LIGHT BF_PAIN_FALTER BF_PAIN_PUSHBACK BF_PAIN_STAGGE
						}
						item[2] = {
							damageDecls = "equip_flamebelch";
							damageTakenScale = 1;
```

```
□□□□□□□}
□□□□□□□item[3] = {
□□□□□□□□damageDecls = "player_melee";
□□□□□□□□disabledPainTypes = "BF_PAIN_FALTER_LIGHT BF_PAIN_FALTER BF_PAIN_PUSHBACK
BF_PAIN_MELEE_D5_FORWARD_REACT BF_PAIN_MELEE_D5_LEFT_REACT BF_PAIN_MELEE_D5_RIGHT_REACT
BF_PAIN_MELEE_D5_UPPERCUT_REACT BF_PAIN_STAGGER";
□□□□□□□}
□□□□□□□item[4] = {
□□□□□□□□damageDecls = "mod_rocketlauncher_remotedetonate_all";
□□□□□□□□disabledPainTypes = "BF_PAIN_FALTER_LIGHT BF_PAIN_FALTER BF_PAIN_PUSHBACK BF_PAIN_STAGGE
□□□□□□□}
□□□□□□□item[5] = {
□□□□□□□□damageDecls = "mod_plasmagun_heatblast";
□□□□□□□□disabledPainTypes = "BF_PAIN_FALTER_LIGHT BF_PAIN_FALTER BF_PAIN_PUSHBACK BF_PAIN_STAGGE
□□□□□□□}
□□□□□□□item[6] = {
□□□□□□□□damageDecls = "equip_frag_direct";
□□□□□□□□disabledPainTypes = "BF_PAIN_FALTER_LIGHT BF_PAIN_FALTER BF_PAIN_PUSHBACK BF_PAIN_STAGGE
□□□□□□□}
□□□□□□□item[7] = {
□□□□□□□□damageDecls = "equip_frag_splash";
□□□□□□□□disabledPainTypes = "BF_PAIN_FALTER BF_PAIN_PUSHBACK";
□□□□□□□}
□□□□□□□item[8] = {
□□□□□□□□damageDecls = "player_hammer";
□□□□□□□□disabledPainTypes = "BF_PAIN_FALTER BF_PAIN_PUSHBACK";
□□□□□□□}
□□□□□□□item[9] = {
□□□□□□□□damageDecls = "crushers";
□□□□□□□□damageTakenScale = 1;
□□□□□□□□disabledPainTypes = "BF_PAIN_FALTER BF_PAIN_PUSHBACK";
□□□□□□□}
□□□□□□}
□□□□□}
□□□□}
□□□armorDisableFlags = "DISABLE_SYNC_KILLS";
□□□curseAppliedTranscode = "TRANSCODE_SHOULD_RETREAT";
□□□retreatMemoryKey = "wants_retreat";
□□}
□}
}
```

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