

Cursed Prowlers

e5m1_spear_patch2\generated\decls\ai\component_prototypes\ai\component\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";
          buff0overrides = {
            hum = 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_STAGGER";
            }
            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_STAGGER";
        }
        item[ 5] = {
            damageDecls = "mod_plasmagun_heatblast";
            disabledPainTypes = "BF_PAIN_FALTER_LIGHT BF_PAIN_FALTER BF_PAIN_PUSHBACK BF_PAIN_STAGGER";
        }
        item[ 6] = {
            damageDecls = "equip_frag_direct";
            disabledPainTypes = "BF_PAIN_FALTER_LIGHT BF_PAIN_FALTER BF_PAIN_PUSHBACK BF_PAIN_STAGGER";
        }
        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";
}

```

