

## Doomsday Engine - Feature #1307

### Melee damage

2003-10-24 16:17 - chrisdragon

<b>Status:</b> Rejected	<b>Start date:</b> 2003-10-24
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Is it possible to set melee damage done by monsters the way it is done with their projectiles? (mainly imp, demon, cacodemon and baron/hell knight)	
<b>Labels:</b> Customizability	

### History

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#1 - 2013-10-21 16:16 - skyjake

- Status changed from New to Rejected

Closing as incomplete (request is just a question).