Good idea...but the only problem I see with this is that it will take more shots from the AGT to kill a medium sheild unit (Steel_NoBuilding=0.2000) compared to what a light vehicle currently has (Steel_NoBuilding=0.5000)....which pretty much rips right thru buggy's,apaches,and mobile artillery's....which is a huge difference.

Also I think a setting of 0.2000 is better off for shrapnel, ACK tried medium sttings and 0.1000 really isn't enough.

Also map specific is out of the question for armor.ini changes, even if you export a .mix or .pkg with it's own .ini file in it it wont read it from there instead it's read from the .dat file.

For some reason this file cannot be replaced by a file in the data folder, which leads me to ask, why couldnt this be the way with .w3d's??

It would solve the problem with .w3d cheats. Maybe you guys could look into why .ini files are strictly read from the .dat and apply this to .ddb and .w3d files.