

Id	Name	Category	Site	Link	Author	Date	Description
13189	Aergis' Always Hit	Gameplay	Fliggerty	*600	Aergis	2012-01-02	Requirements: Morrowind, Tribunal, Bloodmoon, and MWSE Description: I always had a problem with the "hit-and-miss" gameplay and I know there are other mods that solve this problem, but they never really did what I wanted it to. This mod has no mod incompatibilities and it works on the player, on...
10985	Aergis' Always Hit	Tweaks	MMH	90-6787	Aergis	2011-08-27	Requirements: Morrowind, Tribunal, Bloodmoon, and MWSE(the latest version of MGE with internal MWSE will work) Description: I always had a problem with the "hit-and-miss" gameplay and I know there are other mods that solve this problem, but they never really d...