Subject: Two scripting ideas...
Posted by exnyte on Fri, 03 Sep 2004 13:53:00 GMT
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I would say 500 points is a bit excessive.   But, what could be done is deduct the amount of points the most expensive character would be, or double that even. That way if it were to be exploited, the points earned off the kill of that unit would still be recieved in some way.