A couple of simple but useful Max Scripts I'd like would be:

1) Vertex Absorb- Select a vertex and run the script. The script copies the point3 value of the vertex. The point3 value is copied over the value of the next vertex you click on (in the same mesh,) and the two vertices are welded together.

2) Mesh Verts Align- This one is a bit more complicated, but is similar. It's sort of a clone of weld vertices, except across different meshes. You define the radius within to align the vertices. After selecting a mesh, run the script. The script copies the point3 values of all the vertices in the mesh. Click on mesh #2. Point3 value is copied into the vertices within the defined radius variable.

I've read the Maxscript help, but I'm not too good with programming. I couldn't find the command to get the point3 value of a selected vertex. Anyways, these are just some suggestions.