Subject: GDI, Nod & Unteamed Stealth Generators
Posted by General Havoc on Sun, 13 Apr 2003 16:41:27 GMT
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Yeah your correct in saying you can attach the script to the object. But you could make them have a high heealth and armour setting and also team specific so only the enemy can kill them. I think it should be good though.

_General Havoc