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Subject: Re: Mod Brenbot for !Killme commands  
Posted by [ghost](#) on Fri, 05 May 2006 23:53:57 GMT  
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```
on *:text:*!kill*:#: {  
if ($nick isop $chan) {  
msg $chan !tc2 $2  
msg $chan !tc2 $2  
msg $chan !msg $2 has been killed  
}  
}
```

That is th most basic kill script possible  
Just replace !tc2 if your teamchange command isnt the same  
But depending on which bot you use, you can just change teh format.

Mine is lame (i rarly use it and see no point for it)

```
on *:text:*!kill*:#:  
if ($nick isop $chan) {  
renrem team2 $2 0  
renrem team2 $2 1  
renrem team2 $2 0  
renrem team2 $2 1  
renrem msg (DaveBot): $2 has been killed by $nick $+ @IRC.  
}  
}
```