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Subject: Re: Fight For The BrotherHood-Server.net  
Posted by [BlueThen](#) on Wed, 05 Aug 2009 22:40:31 GMT  
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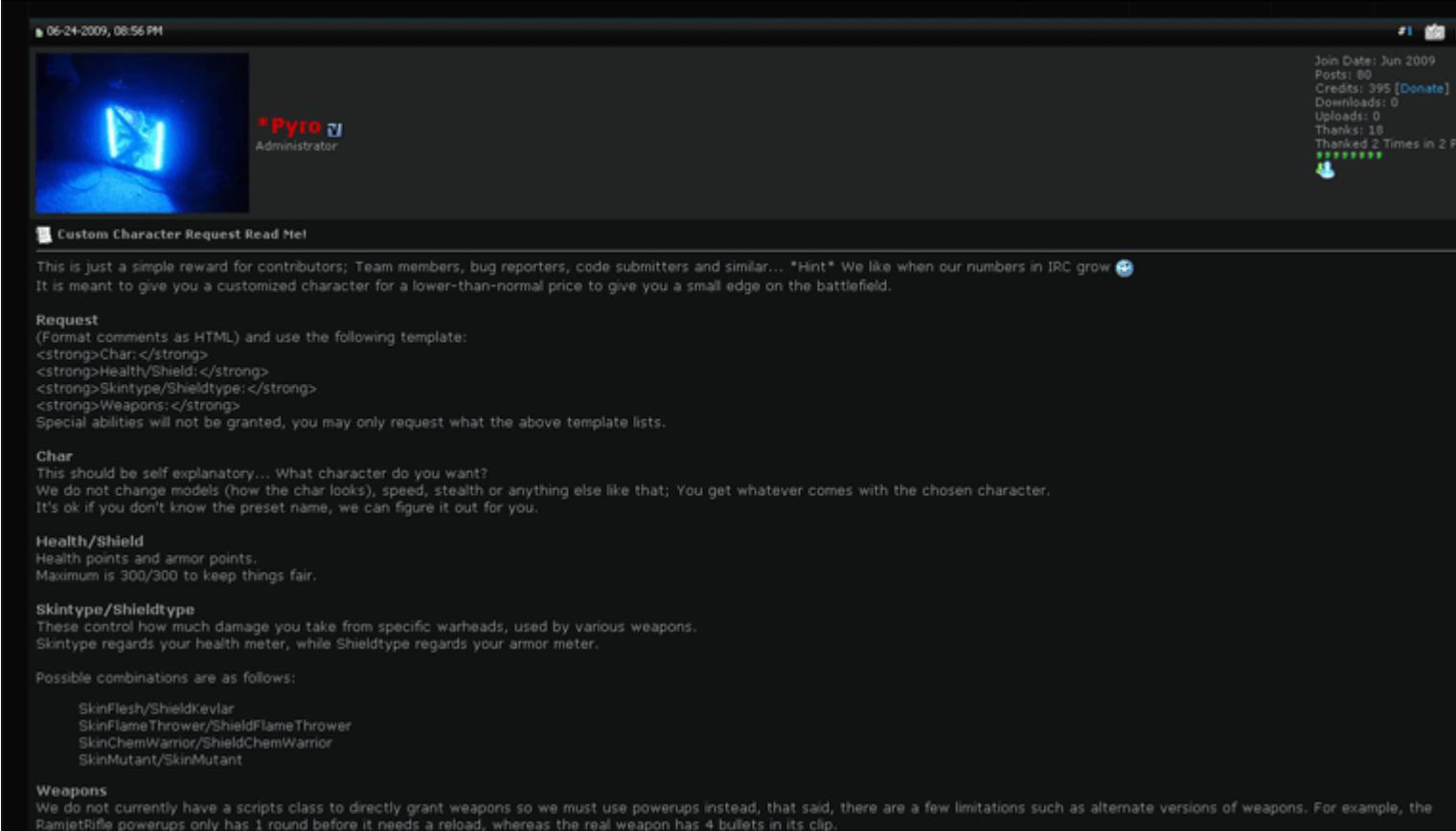
Jesus Christ!

Look at that! I've never seen something so unoriginal. You know what magican's former url was? [www.the-brotherhood.org](http://www.the-brotherhood.org)! Even their irc address is unoriginal! "irc.magicalgaming.net"

LOL look at this:

## File Attachments

1) [bro1.gif](#), downloaded 455 times



2) [mag1.gif](#), downloaded 455 times

**Purpose**

This is just a simple reward for contributors; Team members, bug reporters, code submitters and similar... "Hint" We like when our numbers in IRC grow ;)  
It is meant to give you a customized character for a lower-than-normal price to give you a small edge on the battlefield.

**Request**

[Start a new discussion](#) [Format comments as HTML] and use the following template:

```
<strong>Char:</strong>
<strong>Health/Shield:</strong>
<strong>Skintype/Shieldtype:</strong>
<strong>Weapons:</strong>
```

Special abilities will be granted on a case-by-case basis.

**Char**

This should be self explanatory... What character do you want?  
It's ok if you don't know the preset name, we can figure it out for you.

**Health/Shield**

Health points and armor points.  
Maximum is 500/500 to keep things fair.

**Skintype/Shieldtype**

These control how much damage you take from specific warheads, used by various weapons.  
Skintype regards your health meter, while Shieldtype regards your armor meter.

Possible combinations are as follows:

```
SkinFlesh/ShieldKevlar
SkinFlameThrower/ShieldFlameThrower
SkinChemWarrior/ShieldChemWarrior
SkinMutant/SkinMutant
```

**Weapons**

We do not currently have a scripts class to directly grant weapons so we must use powerups instead, that said, there are a few limitations such as alternate versions of weapons. For example RamjetRifle powerups only has 1 round before it needs a reload, whereas the real weapon has 4 bullets in its clip.

Available weapon powerups are as follows: