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Subject: quick question about nukes and ions

Posted by [Anonymous](#) on Thu, 14 Nov 2002 20:31:00 GMT

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I'm not doing this for a map or mod or anything, just a simple curiosity. Is it possible to make the purchase of nukes/ions dependent on a building. For example, if you made a map that contains a nuke silo, and maybe a radar station or a technology center, or whatever, if they were destroyed, could there be a scrip attached to them that would disable the purchase of nukes/ions? I see a whole new strategy here for non-base defense maps if this could be done...

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