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Subject: Two scripting ideas...

Posted by [npsmith82](#) on Fri, 03 Sep 2004 00:07:04 GMT

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Lance3066 You forgot one thing, if you lose connection and then your barracks dies you have a very large advantage than before. Also, I see nothing really wrong with that. Considering it's the barracks that's dead and not your or your expensive character. If you were still connected at the time, you'd still be running around alive and normal.

I'd like to see a reply from JonWil on this...

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