
Subject: Re: Disabling Base Defenses/Preventing Base Destruction
Posted by [Oblivion165](#) on Fri, 17 Jun 2005 07:12:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

A rough way to do it would be to increase the health to 50000 so that beacons cant kill it, then apply the heal script to 50000.

But thats a sad way to go about it.
