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Subject: Re: Scud Storm mod

Posted by [reborn](#) on Wed, 12 Sep 2007 20:54:02 GMT

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There are ways around that.

When one team has lost all there structures they could just be like free inf players.

When one team has lost all there structures they get "re-teamed" to the losing side.

When one team loses all there structures they get "re-teamed" evenly to the to remaining teams.

When one team loses all of it's structures they get "re-teamed" but have a script attached to them that disallows them to make purchases or get in vehicles.

When one team loses all of it's structures they get evicted from the game with a "you lose" message.

When one team loses all of it's structures they become spectators in the rest of the match.

That's off the top of my head, there are more options out there waiting to be thought of. =]

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