
Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Sun, 08 Jan 2012 22:22:53 GMT
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thanks again.

bmruze wrote on Sun, 08 January 2012 15:15 In theory, can't you make a simple script that checks on the character you are purchasing and gives you a refund of (x) credits after that purchase is made? It would probably be easier than trying to reduce the cost of the characters in some other fashion.

presumably, that would still mean you couldn't buy the unit until you had enough money for its default cost.
