basically, here is the scenerio, first thing that always happens in the game is that the c130 drops the harvester...well, if you are able to randomly generate people off of that item happening, then you will be able to make custom scripts(in the WW C programming) by simply creating the scripts using FSO. This will make for alot of scripts, but when you close the program it will kill all the scripts, and return the Data directory back to the previous state. I know this may sound wierd, but alot of it is already coded and i have been pounding all day on some SQL and Accounting software, so i kinda purposely forget the intregit programming(comments are the key to VB Programming).But basically it uses stuff we already have in the game, just re-utilizes it in a way that can make it more challenging.#1 Rule in programming!KEEP IT SIMPLE STUPID!The later versions will be more in depth and hopefull have more features, but for now you will simply choose what side you are going to play, open the game, and have a butt load of random characters come at you and your base.hope that helped alittle, if you want to know more email me @ tanderson54@hotmail.com