
Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Halo38](#) on Sun, 13 Apr 2003 16:53:30 GMT
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General HavocYeah your correct in saying you can attach the script to the object. But you could make them have a high heealth and armour setting and also team specific so only the enemy can kill them. I think it should be good though.

_General Havoc

They would have to give 0 points when hit (maybe some when destroyed) i will not have them becoming the new campers target of choice!

I'll have to do a spot of research on how to set them up i tried with some building destruction animation for my new DM but no glory
