
Subject: Re: [SSGM 4.0 Plugin] Refill Costs Money
Posted by [Generalcamo](#) on Fri, 13 Jul 2012 23:08:03 GMT
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I could see this being used. What if there was a time limit for refills, similar to what is seen in the standalone mods, and if you refill when the timer is not done, it costs some money? That would decrease the amount of combat refillers, and prevent aggravation.
