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Subject: Re: [SSGM 4.0 Plugin] Refill Costs Money  
Posted by [danpaul88](#) on Mon, 10 Feb 2014 17:33:29 GMT  
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Yeah, that unfortunately doesn't do anything prevent combat refilling for free classes, which are often the ones that are most problematic in my experience. Would be nice to add an artificial "nominal price" for the free infantry to be used in this plugins calculation of refill cost (and also apply the refill cost when buying free infantry during combat to prevent people using that as a way to avoid the price)

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