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Subject: a mod, with a mission

Posted by [Deafwasp](#) on Sat, 03 Jan 2004 20:59:49 GMT

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how bout using scripts so after a team/player earn so many points the game ends. but make the vehicle worth like a million points so that no one could possibly win unless they destroyed that vehicle?

and for every minute that the unit is not destroyed the defenders of the vehicle get like 1000 points, that way it is about impossible for the defenders to loose without loosing that vehicle.

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