

## Lua scripts for the Legacy mod - Feature #304

### Implement g\_teamDamageRestriction

17.05.2013 09:51 - IR4T4

<b>Status:</b> New	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> ALL	
<b>Description</b> Nice to have - an auto kick for excessive team bleeders ...	

#### History

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##### #1 - 05.09.2013 23:29 - IR4T4

- Project changed from *ET: Legacy Development* to *Lua scripts for the Legacy mod*
- Category deleted (*Mod QAGAME*)
- Target version changed from *2.78* to *ALL*

Lua can do!