Since raiding is nearly impossible and many people want to play on faction server for the raiding and faction wars i would suggest to change the faction config so that enemies can open chests in claimed territory and get a plugin (l'm sorry but i forgot the name xD) that obsidian IS breakable by 3 tnt explosions so that factionwars and raiding is more enjoinable and more interesting

Also setting the /f enemy costs higher so that the switching from ally to enemy wouldn't happen to often.

## Re: Better Raiding system

Posted by Minecraftwyatt01-29 Aug 2013 02:49

I know were were your going at but im going to have to disagree. I Think its just fine the way it is, and it sounds way over powered

## Re: Better Raiding system

Posted by KarlieAnn16-29 Aug 2013 05:57

I agree with Wyatt on this. It wouldn't be very fun that way. It'd be way too common.

Power is now limited to 1000 over the whole faction.

## Re: Better Raiding system

Posted by VooDoo-03 Sep 2013 14:39

## Tunes wrote:

Power is now limited to 1000 over the whole faction.

I think even 1000 in total is pretty silly, think about it, each time you die, you loose about 3-4 points.. so it'd take about 250 kills in order to claim land.. and killing someone's faction members 250 times is almost impossible :/

