

## Factions bug?

Posted by nuckyi - 24 Mar 2013 04:47

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so with the new faction update you get power when you kill mobs. LOVE IT. bad part is we need to put a cap on it. max 50 or 100 or something along those lines. as of now we have some faction with 2k+ power. now i know the money goes up per claim of land. but with 2k power i think raiding is going to be very hard

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## Re: Factions bug?

Posted by sh4z - 24 Mar 2013 08:26

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It's not a bug its a feature! 🤔  
seriously though as much as I love having extra power (It really makes solo factions a possibility) It probably should have an upper limit (Seems rather crazy not to! 🤔)

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## Re: Factions bug?

Posted by Tunes - 24 Mar 2013 11:54

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I'll se what kind of configs there is to fix the issue (capping the max power)

Cheers!

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## Re: Factions bug?

Posted by Tunes - 24 Mar 2013 12:13

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Found no way to cap the max power, other than disabling the boosts. (which I won't)

Tweaked a few settings in the process... 🤔

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## Re: Factions bug?

Posted by nuckyi - 24 Mar 2013 22:06

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just figured i would point it out. u dont have to claim over to raid. thats what tnt is for 🤔

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