Flashpoint Changes – Rework

1. ) story flashpoints (Arano Restoration campaign) – Limit spawn to gameworlds only. (keeps them on the primary map that way and away from jump points). Also, thematically where Duncan Fisher would be located to tell the story.
2. ) Rebalance flashpoint spawn chances based on their Skull ratings. 300 for .5 skull – 2 skull, 200 for 2.5 – 3.5 skull. 140 for 4-5 skull (easier flashpoints will have a higher chance to spawn). Story Flashpoints 9000 weight. Loyalty Flashpoints 1000 weight.
3. ) add required number of days into your campaign for Tukayyid flashpoint to spawn so that this high skull value flashpoint will keep it from clogging up a spawn location until later in your campaign.
4. ) general balance pass to opposing forces and / or allies based on skull rating of flashpoint

Stretch goals

1. ) custom Duncan Fisher video for Arano Restoration flashpoint
2. ) more voice over work
3. ) More Flashpoints.