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| NPC's |  |  |  |  |
| Faction | Entity Name | Description | Health | Score per kill |
|  | Mines | Entity mines that roam space and instantly destroy anything they touch; these can also be destroyed easily. | 50 | 100 |
|  | Asteroid | A natural entity thats static (non-moving), however it can be hit but causes 5 damage per collision. These do not respawn! | 2000 | 10,000 |
|  | Tower | A static (cannot move at all) watch-tower | 2500 | 8,000 |
|  | Blackhole | Slowly sucks in an object to the centre and:   * The closer the entity gets to the centre, the stronger the force. * If the object goes over the centre, it gets destroyed. | Godmode | -- |
|  | Enemy ship |  | 750 | 2,500 |

Score will be detected via setting a variable called "OwnerName" for each entity.