Subject: heal the harv

Posted by Anonymous on Tue, 25 Feb 2003 00:11:00 GMT

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Ya nobody probably reads old threads so nobody will read this post, but here goes..Yes I totally agree with you 00. Everyone should think of it this way - take the number of people on your opposing side (say 20 for a 40 player server) multiply by 300 (credits gained/player for each harv drop) and you get the overall value of destroying the harv. So for a 40 player server that's 20*300=6000!!!!!! This 'value' isn't a real score mind you, but it reflects how you've changed the credit-balance in favor of your team.