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Subject: Re: Another WIP Map

Posted by [DreamWraith](#) on Wed, 15 Feb 2006 04:38:20 GMT

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If it was just a small difference it would be one thing. But by the looks of it Nod would bring in money almost twice as often.

EDIT: maybe not quite twice as often, but for every dump gdi gets, nod would get about 1 2/3rds.

EDIT:

Also what you refer to as a one time disadvantage, would in fact be a recurring disadvantage every time the harvester was destroyed. say the harv gets destroyed 3 or four times, it starts to add up and GDI falls way behind.

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