
Subject: Re: RA_Fjord

Posted by [Jerad2142](#) on Fri, 07 Oct 2011 05:05:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

You could just slightly reduce how much each harvester load gives the team, that'd be easier than screwing with soldier prices. (I'd assume the harvester time would be the issue, because unless you changed how many points buildings give out I'd think that'd be the only real difference from a normal ren map).
