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Subject: Harvester Mayhem- Anybody have an answer?

Posted by [General Havoc](#) on Sat, 29 Mar 2003 22:02:27 GMT

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Increasing the funds that the harvester brings in is a good idea if the harvester is going a long distance. However a silo would be better trickling funds into the team but i know it it not possible on your map at it's current state. It's just a bit of an ass if you harvester gets killed with \$700 in it. I haven't seen the map so i can't really say if it would cause a problem.

\_General Havoc

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