

---

Subject: Re: Cheaper units on the stock maps  
Posted by [Spoony](#) on Sun, 08 Jan 2012 17:55:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i think the !ready idea is best. it's just a question of holding gameplay off (including the harvesters) until all players have loaded.

does anyone fancy doing the altered costs for me?

---