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Subject: Havester Tactic part 2, protection  
Posted by [Anonymous](#) on Mon, 19 Aug 2002 00:55:00 GMT  
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Perhaps he hasn't realized that the harvester is responsible for getting money?? I HATE it when early in the beginning your harvester get destroyed and so it takes longer until u can achieve a strong unit / a hotti-tech / a vehicle to do really damage to their base. And beside of that, what else useful do most people do in the beginning on defense maps with starting credits=0? Big infantry rumbles in the tunnels? Mostly. Standing around with a shotgun guy waiting for 0\$-infantry to pass? Likely. I think it does much for for the victory of your team if u destroy the enemy's harvy 1/2/3 times in the early beginning...

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