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Subject: Harvester tactic

Posted by [Anonymous](#) on Tue, 23 Jul 2002 09:09:00 GMT

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I've always wondered why people want to blow up enemy harvesters as soon as they come out of their base just to have another one come out soon after . The only reason I can think of is points, but it seems (to me anyway) more logical to wear it down to almost dead then work on structures or other vehicles (while it's gathering tiberium) and finish it off with one or two shots as its returning to base. As long as it's not reaching the refinery the enemy doesn't have as much funding to buy tanks and better units and this way you can concentrate on taking out their base instead of a harvester every minute. Maybe this has been brought up before, but I've never seen it. Anyone else agree/disagree?

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