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Subject: Early-game points with little risk

Posted by [Anonymous](#) on Thu, 20 Jun 2002 12:06:00 GMT

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It isn't terribly productive, but if you fire at the enemy harvester with an automatic weapon (the soldier's autorifle comes to mind), you get a lot more points than would be suggested by the damage you're dealing. After everyone runs in and plants C4, if you have a few soldiers hang around and fire constantly, you can quickly amass a couple hundred points collectively. Works even better with a humvee.

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