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Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Tue, 21 May 2002 20:19:00 GMT

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Lets see I belive the equation for not reparing the harvester is:Harvester gets almost killed, Plus its comming back from the field, Plus its full of tiberium, Times you comming past it as a hotwire/tech, Divided by a enemy shell hiting it and blowing it skyhigh=YOU MUST HAVE LOST YOUR BRAIN ON THE BATTLEFIELD!!! If the harvester is comming back into the base and is damaged I will alwase repear it because, like all the people who responded to this post, I know that if the harvy is deystroyed it will take longer to buy anything and you could lose the game.The harvester is the financial backbone to your "war effort", without it the only funding you will get is 2 credits around every second and any money you make by attacking the enemy, yes if the harvy is deystroyed it is made again for free(or deliverd)but this takes time and the load of tiberim that was on the old harvester is lostIt is very hard to win a battle if your side is lacking in funds cause you are to stuffed to fix the harvester.

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