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Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Wed, 15 May 2002 19:19:00 GMT

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quote:Originally posted by draobt:The harvester is only crucial when the Airstrip/Weapons Factory is destroyed (Because it will not be able to be reproduced). Repairing it, does not give you or your team any points[snip]Thoughts?Have you played Renegade at all? Everyone gets around 350 credits or so when the harvester rolls into the refinery. If the other team destroys your harvester, guess what? You don't get 350 credits! That means you can't buy special characters, or vehicles. On Flying\_Walls, people usually will make a mad dash in destroying the other teams harvester as it will take the other team more time to build up cash. That buys their team time to attack you without resources.So, uh, you better protect your harvester (having the computer rebuild it prevents you from making other vehicles when its doing so and if you happen to be in the way of the Nod transport that comes down to drop off the harvester in your fancy apache, your apache goes BOOM!).SuperTech

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