
Subject: Attacking Harvy at beginning of game
Posted by [Jzinsky](#) on Thu, 26 May 2005 13:04:33 GMT
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The only maps you don't attack the harvester:

When the tib field is inside the base (Islands)

When there are no defences (Walls flying, Volcano) in which case you go for a building instead.

In ALL other circumstances attack the harvester. If you want to get an apc for an early rush then great, but that harvester destruction means you're about 500 credits ahead in the race for the big guns
