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Subject: Re: Flamethrower upgrade

Posted by [matty3k10](#) on Sun, 12 Jun 2005 13:26:40 GMT

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I understand that about the "free infantry" but what effect do the auto-rifles have on the Harvester? I mean whats the 40% or what ever is more damage going to do against the Harvester? The harvester can regenerate health if im not mistaken so it has no big effect on the Harvester at all. I disagree with you on what you said about GDI needing more money in the begining of the game. GDI naturaly has more fire power with thier tanks then Nod so if you ask me it would seem that Nod need to get on to the battlefield first so they can get back up before GDI has a chance to buy Meds and take over the field. Meds easly pwn Arts (if they are not being repaired) in the first place so I would say Nod needs the cash more then GDI. Besides that GDI could always buy MRLS's they cost the same amout as a Art.

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