
Subject: Engineers Harvester Rush

Posted by [Anonymous](#) on Thu, 28 Mar 2002 09:12:00 GMT

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Don't know if anyone posted this already, but if they haven't I will. I found out that with an engineer at the start of the game w/o full money it can give your team an advantage if you plant c4s on the harvester and let it blow. This will take off at least half its health, then if you have good teammates then they can finish it off. This can give your team an advantage if they are experienced. Otherwise you end up with a bunch of \$1000 infantry trying to take out enemy tanks as they get squashed and makes you wonder why you even bother having the only tank out there to stop the enemy tanks. I understand there's a place for infantry, but what good are they if your harvester's being destroyed by the other team as they gain the advantage moneywise. There has to be a balance of tanks and infantry for your team to be effective.

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Posted by [Anonymous](#) on Thu, 28 Mar 2002 14:05:00 GMT

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I prefer using the grenadier/flamethrower. The 2 remote c4s the engi uses dont do as much damage as sustained grenade/flame bombardment. The grenadier is probably better in this respect since he has a longer range weapon and can usually stay out fo the tiberium field to do his job. Also on certain maps your better off trying to hit their builings then the harvestor with these 2 units.

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Posted by [Anonymous](#) on Thu, 28 Mar 2002 14:29:00 GMT

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You get points and money from killing harvesters which can win the game if time runs out. Also, \$300 2 guys is \$600, but \$300 x 16 guys is *pulls out calculator* \$4800, taking that much from an enemy is worth that puny harvester.

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Posted by [Anonymous](#) on Thu, 28 Mar 2002 17:05:00 GMT

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Yes, it might sound like a good idea to destroy the harvester to slow them down... BUT, which is better? Would you rather slow them down by destroying the harvester and get some points or kill a bunch of infantry, destroy a few vehicles, and damage some buildings in the same amount of time it takes to destroy a harvester... and earn about 10 times more points that way? Also, who knows... while you're busy trying to destroy that harvester, they could probably be walking in your base and blowing it into smithereens!

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Posted by [Anonymous](#) on Fri, 29 Mar 2002 13:50:00 GMT

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Well, obviously the harvester tactic is preferred on those maps with auto base defenses. If the server starts everyone with 0 credits attacking the harvester is a quick way to build up your bank account. On maps without base defenses, you're better off attacking the enemy base directly.
