
Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Sun, 19 May 2002 13:38:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by AnarmEof1:Now on maps like C&C_City or C&C_City_Flying then I might be able to see his point. At least in the very beginning. Both harvesters are usually dead no matter what the first time around so if at all possible you should wait to kill their harvester till after they kill yours. This means both harvesters do not get a load in but they will have to wait longer meaning they your harvester will get back out there faster.Omg, have you played in say six player games? Yes, I know you haven't, 'cause both harvesters make it back home nearly always. This often happens even in 20 player games. Of course if you play on 80 player servers someone will probably get the harvester, but hey...
