

---

Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Wed, 15 May 2002 18:24:00 GMT

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

---

This idea might have been posted by someone else, but I figured i'd share it with everyone...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, however, the other teams gets points for damaging it. Therefore, by repairing it, you are just allowing the other team to get more points next time the harvester goes out, and comes back in. Instead, you should just leave it, destroyed or not, it doesn't really matter... Just don't give them a shot at free points..But you could also repair it for the money, and it won't matter much, because once it comes back, it's just like it was repaired... Thoughts?

---