
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.
