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Subject: Attacking Harvy at beginning of game  
Posted by [Spoony\\_old](#) on Thu, 26 May 2005 17:48:34 GMT  
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Killing the harvester on Wallsfly = gg.

If you're GDI and you kill Nod's harv, you can get an APC on their airstrip pad before Nod can buy any vehicle (assuming your harv survived). Game over, Nod's fucked. They can't buy tanks, they have to waste their money on laser-chaingunners to kill the APC, and by that time GDI will have meds and orcas all over Nod base.

Nod can do similar with light tanks and arties.

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