

---

Subject: Re: C&C Mode Guide

Posted by [sadukar09](#) on Mon, 09 Jul 2007 21:30:17 GMT

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

---

NuNeGa wrote on Mon, 09 July 2007 12:48Spoony wrote on Mon, 09 July 2007 04:12killing the harvester is far more beneficial than shooting it for points with a rifle but leaving it alive

yes, you'll probably get more points if you leave it alive, but you'll cripple the cashflow of their ENTIRE TEAM by killing it, therefore you'll get your tanks out faster than they do. The advantage of that is astronomically higher than the advantage you get from the maybe 1-200 points you'll get from shooting the harv...

however place the timed at the right time and you can get the 200 points for shooting it, along with killing it just as it arrives at their ref... but then u always have chances of them repairing it.

This leads onto another point, not really a strategy but a tip.

When on say field and initiating a seige strategy wait till the harvy is going back into their base before killing it, rather than as most people do killing it straight away.

If you wait you have to kill it less often and you can more time pounding the crap out of the hon/wf. Plus often you have a few noobs on your team who will target harvy rather than that mrls that is directly on front of them.

I think you forgot that autorifle does NOTHING, yes NOTHING against a harvester, 2 clips gets you around 90 points. Oh while your at it try shooting a harvy with yellow hp and see how much points you can get from ALL your ammo.

---