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Subject: Re: C&C Mode Guide

Posted by [Starbuzz](#) on Tue, 10 Jul 2007 08:21:26 GMT

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Spoony wrote on Tue, 10 July 2007 02:45 BuzzOfTheStar wrote on Tue, 10 July 2007 00:12 Actually Spoony, he is telling you to attack and kill the Harv allright but not when it is coming out of the base but when it is going back in to dump it's load. It makes perfect sense...you actally gain more time to pound their buildings.

Think about it..if the Arts kill it when it's coming out, you lose time on pounding the WF.

When the new Harv comes out, you ignore it temporarily and let it gather the Tiberium. Meanwhile the WF is getting pounded...but the Arts kill it when it's going back in (if other units have not already killed it by then!).

So, you are hurting their economy after all.  
I think you didn't understand my post.

Spoony wrote actually, you get a better points lead from attacking the harvester rather than buildings, plus it puts their economy in a much worse state (mainly because they can't get money fixing the harv), plus it delays them buying vehicles.

Oh I see. Yeah...but eventually their buildings need to be destroyed too. Yes, it gives them a lot of credits repairing the WF but Arty camping pays off. In CnC\_Field, I never seen GDI win after they lose the WF.

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