

---

Subject: Re: Nod's Harvester

Posted by [UnitXc](#) on Sun, 15 Mar 2009 07:26:51 GMT

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

---

this happens alot on jelly-marathon.

If the power plant dies and the havester respawns after its destruction, it will no longer function,

during verylong games of walls we just pretend the harvester works by nudging it into tiberium and back to ref. LOL

takes about 25mintes round trip

---