
Subject: Re: Renegade related multimedia sticky [56K = No]

Posted by [Dover](#) on Sun, 04 Oct 2009 23:40:07 GMT

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Ever have those times when the harv's AI stops when the PP dies? Here's me trying to put it to some use instead of just having it sit on the air strip.

Here's using it to stop GDI APC rushes from under the bridge:

Here's a solution that involves less free points for the enemy:

Map ended, so I tried it on Walls:

These screenshots are ancient, but still kind of amusing, I guess.

File Attachments

1) [image.fetch.php.jpg](#), downloaded 341 times



2) [image.fetch.php \(1\).jpg](#), downloaded 349 times



3) [image.fetch.php \(2\).jpg](#), downloaded 338 times



4) [image.fetch.php \(3\).jpg](http://image.fetch.php(3).jpg), downloaded 336 times

[RIP]complikaty: Affirmative
Itmouse02: Defend the Refinery!
Itmouse02: Defend the Refinery!
Itmouse02: Defend the Refinery!
runecreed killed zenthaneX
bramlesaw: Affirmative
jasmine: Get out of the vehicle!

Rank	Player	Score
1.	Prayer	2668
2.	ElDeath7	1861
3.	tb69	1170
4.	lv2pb	1142
5.	ashibe	1115
6.	sooate	1069
7.	[RIP]complikaty	888
8.	denli son9	777
9.	ami notmad	688
10.	dal toonn	683
11.	Tael oh	560
12.	Brn0utB0B	517
13.	ces007	427
14.	Dead6re	409
15.	zenthaneX	405
16.	fant1989	394
17.	awants	387
18.	Adnectes1	376
19.	HuthHawc	339
20.	n2006	330
21.	phl l bo7	300
22.	St2man	299
23.	jaferk	288
24.	ent art s	270
25.	thawc3	174
26.	dagger4k	141
27.	JoeyM7	130
28.	jenes_vase	109
29.	havock12	84
30.	Itmouse02	50
31.	runecreed	50
32.	brant esak	50
33.	fel dspar8	50
34.	ni ceki w 9	50
35.	skk46	50
36.	adam 2629	0
37.	noceprd	0
38.	goort e	0
39.	cal lu10	0

004

Tiberium Harvester
Mythra00
Recruit



Credits: 720
Time Remaining: 00:14:02