
Subject: Attacking Harvy at beginning of game
Posted by [BumishBk](#) on Mon, 23 May 2005 02:04:39 GMT
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When the game starts it is always a good idea for your team to attack the enemies harvester. This gives yourself points/credits while (if harvy is destroyed) not giving the enemy credits. But when you attack the harvester with your team with basic infantry, which is the best... in your minds. I think the soldier is the best just because it can shoot the harvy for points/credits, plant timed c4 on harvy, for more points/credits, and kill enemies that r protecting harvy or attacking your harvy. I use this unit, but do u think an engie or grenadier/flamethrower is better?

Subject: Attacking Harvy at beginning of game
Posted by [Spoony_old](#) on Mon, 23 May 2005 06:22:00 GMT
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Flamethrowers are useless.

GDI needs a mix of soldiers and a couple of engineers or grenadiers, either work well.

Nod, just get engineers. Nod Soldiers are pathetic, Flamethrowers are pathetic.

Subject: Attacking Harvy at beginning of game
Posted by [CackBoy26](#) on Mon, 23 May 2005 08:33:06 GMT
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SpoonyFlamethrowers are useless.

GDI needs a mix of soldiers and a couple of engineers or grenadiers, either work well.

Nod, just get engineers. Nod Soldiers are pathetic, Flamethrowers are pathetic.

NOOB!

Subject: Attacking Harvy at beginning of game
Posted by [TD](#) on Mon, 23 May 2005 09:15:42 GMT
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There is no difference between NOD and GDI Soldier, other than how they look like.

Subject: Attacking Harvy at beginning of game
Posted by [Cat998](#) on Mon, 23 May 2005 09:34:02 GMT
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There is a different, GDI does more damage with the soldier than NOD

Subject: Attacking Harvy at beginning of game
Posted by [Sniper_De7](#) on Mon, 23 May 2005 11:01:52 GMT
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If you ever looked at the damage when you got shot by a soldier the Nods does 5 dmg per shot (25 for headshot) whilst the GDI does 7 dmg per shot (35 for headshot) Not to mention, Nod soldiers have a big fat head

Subject: Attacking Harvy at beginning of game
Posted by [Goztow](#) on Mon, 23 May 2005 12:00:50 GMT
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Flame throwers and engees are good if u PWn with pistol like me :twisted: Actually all are good, except rifles as pistol usually does more damage for me...

Subject: Attacking Harvy at beginning of game
Posted by [csskiller](#) on Mon, 23 May 2005 15:43:20 GMT
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What I usually do on city(flying) is buy a buggy or a hummer right a the start to kill the other team's harvester and at the same time to defend mine. I find it works except in one instance. That is if the other team donates each other to get an apc then getting a hummer or buggy will be in vien. For the most part other than losing some credits, I find this pretty useful.

Subject: Attacking Harvy at beginning of game
Posted by [Nukelt15](#) on Tue, 24 May 2005 19:46:05 GMT
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Grenadiers. Grenadiers are awesome, if you can handle the arced trajectory of the grenades. With a little practice, you can peg slow-moving vehicles from halfway across the map, which means you can get up there and wipe out the Nod harvy before it is even possible for Nod to do the same to yours (since standard infantry, though long ranged, can't kill heavy armor anywhere near as fast, and engineers and flamethrowers are limited to short range attacks).

Flamethrowers CAN be useful, but they become obsolete the moment anyone gets enough money for a Chem Trooper. Nod is much better off going for Riflemen and Engineers- the Engineers, at least, can provide some limited support to the Riflemen in the form of repairs.

Either way, Riflemen are a necessity to any early raiding party, because any opposition is practically guaranteed to be using them, and there really is no way for a Flamethrower or

Grenadier to defeat a decent Rifleman at range (though a good Grenadier might get a few hits in, at mid to long range you have to sight your targets then arc to fire, which makes the Grenadier a very cumbersome unit to use against infantry which will be ducking and dodging the moment the first shell is in the air).

So...yeah. A mixed group of Grenadiers and Riflemen for GDI, and Riflemen with a few Engineers as Nod.

Subject: Attacking Harvy at beginning of game
Posted by [BumishBk](#) on Tue, 24 May 2005 20:44:42 GMT
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Plz do not buy a shotgunner to attack harvy in open field... it is a waste. All other basic characters you can make an argument for, but no shotgunners.

Subject: Attacking Harvy at beginning of game
Posted by [Spoony_old](#) on Tue, 24 May 2005 21:53:22 GMT
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TDThere is no difference between NOD and GDI Soldier, other than how they look like. I don't know what game you're playing, but it sure as hell isn't Renegade.

Subject: Attacking Harvy at beginning of game
Posted by [Jzinsky](#) on Thu, 26 May 2005 13:04:33 GMT
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The only maps you don't attack the harvester:

When the tib field is inside the base (Islands)

When there are no defences (Walls flying, Volcano) in which case you go for a building instead.

In ALL other circumstances attack the harvester. If you want to get an apc for an early rush then great, but that harvester destruction means you're about 500 credits ahead in the race for the big guns

Subject: Attacking Harvy at beginning of game
Posted by [RTsa](#) on Thu, 26 May 2005 14:14:58 GMT
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Quote:When there are no defences (Walls flying, Volcano) in which case you go for a building instead.

Not necessarily...on Volcano, it's often a good idea to take a chem trooper and get the harv if there're some starting credits. (only on quite big games though...like 12 vs 12 I'd do it)

Subject: Attacking Harvy at beginning of game
Posted by [flyingfox](#) on Thu, 26 May 2005 15:45:44 GMT
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And on walls it's a good idea to destroy the harvester at the start in case you won't make it to a building. At least with the harvester you're sure to get some points.

Subject: Attacking Harvy at beginning of game
Posted by [Spoonold](#) 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.

Subject: Attacking Harvy at beginning of game
Posted by [flyingfox](#) on Thu, 26 May 2005 17:58:41 GMT
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In a large game, it would only take like 2 laser chaingunners/SBH and some c4-laden engineers to remove your APC. the rest of the team would probably save and buy once the area is clear

Subject: Attacking Harvy at beginning of game
Posted by [Spoonold](#) on Thu, 26 May 2005 19:56:05 GMT
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flyingfox In a large game, it would only take like 2 laser chaingunners/SBH and some c4-laden engineers to remove your APC. the rest of the team would probably save and buy once the area is clear

You're missing the point, the point is by the time Nod's killed the APC, GDI has med tanks and orcas.

Subject: Attacking Harvy at beginning of game
Posted by [Jzinsky](#) on Sun, 29 May 2005 15:13:23 GMT
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Which is why you attack the harvester..
