
Subject: The Economy Is Key
Posted by [Anonymous](#) on Fri, 15 Mar 2002 06:12:00 GMT
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As in all C+C in the past if you kill there cash your actually blowing up and killing tanks etc. Lot of people leave their harvys go in and out of their base in the yellow or red thinking it's not that impotant. Every time the enemys harvy goes home 2-3 tanks replace it, think of it as a loomis truck, kill the son of a ***** no mercy. If it's going around the corner in the red, kill it, go after it and kill it even if you die in the process because 2 more tanks are sitting on that harvy, kill it they die.....

Subject: The Economy Is Key
Posted by [Anonymous](#) on Fri, 15 Mar 2002 09:51:00 GMT
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need help how do you kill the boss that was brought back from the dead is their a weapon or a tacktict that works on him

Subject: The Economy Is Key
Posted by [Anonymous](#) on Fri, 15 Mar 2002 13:15:00 GMT
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Need to specify which mission that is so other people can help you.

Subject: The Economy Is Key
Posted by [Anonymous](#) on Sat, 16 Mar 2002 02:51:00 GMT
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This post is full of crap right?

Subject: The Economy Is Key
Posted by [Anonymous](#) on Sat, 16 Mar 2002 07:53:00 GMT
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Well no. It ain't completely crap. Your advice and comments do have valid points of course. The harvester if it makes back to the refinery it gives the entire team 300 extra dollars to spend. Add that amount to the constant stream of low income, the better players with higher score are definately going to purchase some heavy firepower. So your suggestions are of course valid despite being a bit obvious. Even if you fail to destroy a harvester. Players at the start of the game can earn easy money in at least damaging it. C4 it, flame it! Grenade it! Even though the pulse rifle might seem like a poor choice against the harvester but you'd earn a couple of easy 100 bucks which are critical during the early stages of the game. In a late game, I suggest if possible

try not to destroy the enemy refinery if your team is holding the enemy under seige. The points from constantly destroying out going harvesters can be crucial. And in my experience has been the victory factor when the enemy had it's back against the wall and was giving a heavy defence. In one game on Walls. My NOD teammates had the GDI's refinery and Factory taken out. However despite this, NOD lost in the end as we had no vehicles to counter (Airstrip was destroyed) and the GDI troops did a good job of defending the base whereas we couldn't get in. And there was no harvester coming out to be destroyed. And in the end NOD lost by about several hundred points. (Both teams had about 10k points total) So my advice is don't take out the enemy refinery if possible.

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Posted by [Anonymous](#) on Thu, 21 Mar 2002 17:03:00 GMT

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Interessting, Thanks, That pulse comment sounds good to. Ya, when a harvy returns you hear that noise as all the tiberium is unloaded. What I do sometimes if area seams safe, I will shoot the Harvy down to 1 red stripe but not kill it til it fills up and starts it's way back then hit it with 1 or 2 shots destroying it, because if you hit it as soon as it is coming out of base they just send another right away.

Subject: The Economy Is Key

Posted by [Anonymous](#) on Thu, 21 Mar 2002 17:14:00 GMT

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Also, defend the harvester. In small games 300x2=600 or something, but 300x16= *opens calculator application* \$4800. That's worth defending a stupid harvester.

Subject: The Economy Is Key

Posted by [Anonymous](#) on Thu, 21 Mar 2002 17:18:00 GMT

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quote:Originally posted by Vegas_Joe:The economy is key...Are you just now figuring this out?

Subject: The Economy Is Key

Posted by [Anonymous](#) on Thu, 21 Mar 2002 18:00:00 GMT

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Also, when you are camping the enemy harvey for points, the creation of the harvey takes time that could be spent by the strip/factory to be producing vehicles... Not a large handicap, but one nonetheless..
