
Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Wed, 15 May 2002 18:24:00 GMT

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This idea might have been posted by someone else, but I figured i'd share it with everyone...The harvester is only crucial when the Airstrip/Weapons Factory is destroyed (Because it will not be able to be reproduced). Repairing it, does not give you or your team any points, however, the other teams gets points for damaging it. Therefore, by repairing it, you are just allowing the other team to get more points next time the harvester goes out, and comes back in. Instead, you should just leave it, destroyed or not, it doesn't really matter... Just don't give them a shot at free points..But you could also repair it for the money, and it won't matter much, because once it comes back, it's just like it was repaired... Thoughts?

Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Wed, 15 May 2002 18:26:00 GMT

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quote:Originally posted by draobt:This idea might have been posted by someone else, but I figured i'd share it with everyone...The harvester is only crucial when the Airstrip/Weapons Factory is destroyed (Because it will not be able to be reproduced). Repairing it, does not give you or your team any points, however, the other teams gets points for damaging it. Therefore, by repairing it, you are just allowing the other team to get more points next time the harvester goes out, and comes back in. Instead, you should just leave it, destroyed or not, it doesn't really matter... Just don't give them a shot at free points..But you could also repair it for the money, and it won't matter much, because once it comes back, it's just like it was repaired... Thoughts?First, it's a Tiberium Harvester, not a 'harvester'.Second, you're an idiot. You get 15-60 points for repairing it.

Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Wed, 15 May 2002 18:32:00 GMT

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you thought you got nothing for repairing it? haha

Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Wed, 15 May 2002 19:19:00 GMT

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quote:Originally posted by draobt:The harvester is only crucial when the Airstrip/Weapons Factory is destroyed (Because it will not be able to be reproduced). Repairing it, does not give you or your team any points[snip]Thoughts?Have you played Renegade at all? Everyone gets around 350 credits or so when the harvester rolls into the refinery. If the other team destroys your harvester, guess what? You don't get 350 credits! That means you can't buy special characters, or vehicles. On Flying_Walls, people usually will make a mad dash in destroying the other teams harvester as it will take the other team more time to build up cash. That buys their team time to attack you

without resources. So, uh, you better protect your harvester (having the computer rebuild it prevents you from making other vehicles when its doing so and if you happen to be in the way of the Nod transport that comes down to drop off the harvester in your fancy apache, your apache goes BOOM!). SuperTech

Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Wed, 15 May 2002 19:32:00 GMT

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Bad Idea. Always repair your harvy. Very important. You are right about the points. You don't get much, 10-20 at most (not 60! OMG).

Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Wed, 15 May 2002 20:31:00 GMT

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quote: Originally posted by WiseOne07: Bad Idea. Always repair your harvy. Very important. You are right about the points. You don't get much, 10-20 at most (not 60! OMG). If it's damaged very badly, and you're a Hotwire Technician, you get around 40-60 points for repairing it completely.

Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Wed, 15 May 2002 20:31:00 GMT

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u should get just as much points as repairing buildings

Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Wed, 15 May 2002 22:28:00 GMT

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The harvester should always get repaired. Each time the harvy got blown up the other team will get points (at least 100.)

Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Sat, 18 May 2002 19:26:00 GMT

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I always target the harvester when given the opportunity. If a harvy is destroyed, the Airstrip/WF reorders one; enemy can't build new vehicles for a few seconds while harvy comes in. Occasionally these delays save a team from defeat.

Subject: Don't Repair that harvestor!!!
Posted by [Anonymous](#) on Sat, 18 May 2002 19:29:00 GMT
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hahaha look at the flamage

Subject: Don't Repair that harvestor!!!
Posted by [Anonymous](#) on Sat, 18 May 2002 20:32:00 GMT
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The flaming the newbie got was well deserved. If you are an engi and you don't repair the harvy you are asking for a flaming. Now on maps like C&C_City or C&C_City_Flying then I might be able to see his point. At least in the very beginning. Both harvesters are usually dead no matter what the first time around so if at all possible you should wait to kill their harvester till after they kill yours. This means both harvesters do not get a load in but they will have to wait longer meaning they your harvester will get back out there faster.

Subject: Don't Repair that harvestor!!!
Posted by [Anonymous](#) on Sat, 18 May 2002 20:56:00 GMT
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Repairing the harvy is very important.. not for points but rather for the 400 or so credits that you get once it dumps its load at the refinery. At the same time it gives you a great lead if you can destroy the enemy's harvy as well. That way you'll be well on your first Rush before the other team has enough money. Once the game gets going, it becomes less important to keep it repaired. Or rather, it becomes extremely difficult to even try to repair it so it's usually not worth the effort. [May 18, 2002: Message edited by: kubi0461]

Subject: Don't Repair that harvestor!!!
Posted by [Anonymous](#) on Sun, 19 May 2002 13:38:00 GMT
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quote:Originally posted by AnarmEof1: Now on maps like C&C_City or C&C_City_Flying then I might be able to see his point. At least in the very beginning. Both harvesters are usually dead no matter what the first time around so if at all possible you should wait to kill their harvester till after they kill yours. This means both harvesters do not get a load in but they will have to wait longer meaning they your harvester will get back out there faster. Omg, have you played in say six player games? Yes, I know you haven't, 'cause both harvesters make it back home nearly always. This often happens even in 20 player games. Of course if you play on 80 player servers someone will probably get the harvester, but hey...

Subject: Don't Repair that harvestor!!!

Posted by [Anonymous](#) on Sun, 19 May 2002 16:49:00 GMT

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I've got an even better idea! Don't repair any vehicles or buildings! That way the enemy can't get any more points of them once they're destroyed!

Subject: Don't Repair that harvestor!!!

Posted by [Anonymous](#) on Sun, 19 May 2002 17:51:00 GMT

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Are you a moron?????If the harvestor gets destoryed than you have to wait longer to get some cash. You DO get points for repairing it, although it may not be much but you might save it and give your team money which is quite usefull in a game that you can purchase items that help destory your adversary.

Subject: Don't Repair that harvestor!!!

Posted by [Anonymous](#) on Mon, 20 May 2002 09:33:00 GMT

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Come on people I think he has a good point.I mean why should everyone else have to repair the harvey. That stupid lazy harvey driver should get out and fix it himself.In fact I've actually seem him do it once, but then some noob came along and stole the harvey from him. Only noobs like driving the harvey! It's so boring! LOL

Subject: Don't Repair that harvestor!!!

Posted by [Anonymous](#) on Mon, 20 May 2002 10:10:00 GMT

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quote:Originally posted by draobt:This idea might have been posted by someone else, but I figured i'd share it with everyone...The harvestor is only crucial when the Airstrip/Weapons Factory is destoryed (Because it will not be able to be reproduced). Repairing it, does not give you or your team any points, however, the other teams gets points for damaging it. Therefore, by repairing it, you are just allowing the other team to get more points next time the harvestor goes out, and comes back in.Instead, you should just leave it, destoryed or not, it doesn't really matter... Just don't give them a shot at free points..But you could also repair it for the money, and it won't matter much, because once it comes back, it's just like it was repaired... Thoughts?Always repair Harvestor, if you wan to win. Remember you can't buy SH1T without credits. You should ALWAYS make sure your buildings and harvestor are operational, it's no fun sitting on a tack and rotating, waiting for credits. Don't be a dumb N00b--> everything they destroy helps them and hurts you....

Subject: Don't Repair that harvestor!!!

Posted by [Anonymous](#) on Mon, 20 May 2002 11:38:00 GMT

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The harvester gives 300 credits to everybody when it comes back. If there's 3 people in the game, \$900. If it's 20 on 20 in a 40 player game you get *pulls out calculator* \$12,000 just for covering it. Now you say it's not worth it?

Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Tue, 21 May 2002 19:18:00 GMT

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who would let their harvy get blown away? I have no idea why anyone wouldn't repair it. if you want them to blow the harvy, let them, they get bonus points for destroying it, you get less money and it just pops out of the vehicle factory ready to be blown up....then they get kill bonus, you have less creds and so on...

Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Tue, 21 May 2002 19:26:00 GMT

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quote:Originally posted by AngryVortex: How about you dont repair buildings! Then The other team cant get points off you.Are you a moron?

Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Tue, 21 May 2002 19:45:00 GMT

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You can also tail a Harvester out into the field, which doesn't work too well if it only takes two hits and blows up. Works really well with flame tanks, it often gives you enough cover so that you take a few less hits, enough to make the difference between destroying the enemy vehicles or losing yours.

Subject: Don't Repair that harvester!!!

Posted by [Anonymous](#) on Tue, 21 May 2002 20:19:00 GMT

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Lets see I belive the equation for not reparing the harvester is:Harvester gets almost killed, Plus its coming back from the field, Plus its full of tiberium, Times you coming past it as a hotwire/tech, Divided by a enemy shell hitting it and blowing it skyhigh=YOU MUST HAVE LOST YOUR BRAIN ON THE BATTLEFIELD!!! If the harvester is coming back into the base and is damaged I will alwase repara it because, like all the people who responded to this post, I know that if the harvy is deystroyed it will take longer to buy anything and you could lose the game.The

harvester is the financial backbone to your "war effort", without it the only funding you will get is 2 credits around every second and any money you make by attacking the enemy, yes if the harvy is deystroyed it is made again for free(or deliverd)but this takes time and the load of tiberim that was on the old harvester is lostIt is very hard to win a battle if your side is lacking in funds cause you are to stuffed to fix the harvester.

Subject: Don't Repair that harvestor!!!

Posted by [Anonymous](#) on Wed, 22 May 2002 12:34:00 GMT

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Also It doesn't hurt to be repairing it when the time c4 starts going off. Ive seen several time the harv was gonna be blown up but was saved by some timely repair. Keep that money comming.
