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Subject: Early-game points with little risk  
Posted by [Anonymous](#) on Thu, 20 Jun 2002 12:06:00 GMT  
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It isn't terribly productive, but if you fire at the enemy harvester with an automatic weapon (the soldier's autorifle comes to mind), you get a lot more points than would be suggested by the damage you're dealing. After everyone runs in and plants C4, if you have a few soldiers hang around and fire constantly, you can quickly amass a couple hundred points collectively. Works even better with a humvee.

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Subject: Early-game points with little risk  
Posted by [Anonymous](#) on Thu, 20 Jun 2002 12:21:00 GMT  
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Yeh, but u wanna put your c4 on the harvy after the other team, because if your harvy gets blown up 1st then the other teams gets blown up. Then your teams harvester would be the 1st one to the tib next time.

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Subject: Early-game points with little risk  
Posted by [Anonymous](#) on Thu, 20 Jun 2002 13:34:00 GMT  
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Once the harvy's health bar turns yellow, you get about a point a minute, so stop wasting ammo on shooting it. Go place your c4 mine on it when it becomes yellow, and leave to defend your harvester if it's still around.

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Subject: Early-game points with little risk  
Posted by [Anonymous](#) on Sat, 22 Jun 2002 23:21:00 GMT  
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i think you should just put 3 timed on their harv and then go defend yours....forget farming points, protecting ur harv will pay off better. 300 credit advantage or 100 points?

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Subject: Early-game points with little risk  
Posted by [Anonymous](#) on Sat, 22 Jun 2002 23:27:00 GMT  
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hey hel...i'd take the 300creds, and attack the enemy harvy...and the rocket launcher will destroy the harvy so u better use it wisely

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Subject: Early-game points with little risk  
Posted by [Anonymous](#) on Sun, 23 Jun 2002 17:13:00 GMT  
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If it's in any way organised or smart, have everybody get soldiers and plant the timed C4 on the harvester. Timed hurts more then remote, and it gives the harvester time to be on it's way back.

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Subject: Early-game points with little risk  
Posted by [Anonymous](#) on Thu, 27 Jun 2002 04:21:00 GMT  
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... and sometimes you get to kill the engineers trying to save the harvy, and any innocent bystanders that are near the harvy when the timed goes off.

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