
Subject: mesa strat

Posted by [Anonymous](#) on Tue, 13 Aug 2002 01:51:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

this works on any map, but i find it works on mesa the best. early in the game, get an engi, put ur remotes on the harvey, one on either side. keep getting refiols and putting them on untill the harvey enters the tiberium. 9/10 times, the enemy will come rushing up to put their c4 on the harvey in the field. they are already 1/2 dead cos of the tiberium posing, look thru, right click and BOINK.

Subject: mesa strat

Posted by [Anonymous](#) on Tue, 13 Aug 2002 03:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

i've never seen the enemy rush my harvester...

Subject: mesa strat

Posted by [Anonymous](#) on Tue, 13 Aug 2002 03:51:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You've never seen it?! It's a Renegade ritual!

Subject: mesa strat

Posted by [Anonymous](#) on Tue, 13 Aug 2002 04:39:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

in the beginning of the game???

Subject: mesa strat

Posted by [Anonymous](#) on Tue, 13 Aug 2002 05:57:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

In mesa gdi has the advantage for harvester rush as the AGT will do damage to nods harvester and harm any attackers. When you are gdi if the starting credits are above \$225 get a rocket soldier and lay a few rockets of fire on the pp. Gets you a lot of credits and will keep NOD occupied for a while, in which time Mrls's and medium tanks can come in.

Subject: mesa strat

Posted by [Anonymous](#) on Fri, 16 Aug 2002 03:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You have never seen it? On many, many, many maps an early harvester kill is the key to victory. Especially if the other harvester survives. These are absolut basics ...Mfg,ChaosE

Subject: mesa strat

Posted by [Anonymous](#) on Fri, 16 Aug 2002 04:51:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Attack the Harvester!

Subject: mesa strat

Posted by [Anonymous](#) on Fri, 16 Aug 2002 04:59:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yep ... still there is always at least 50\% of the team who doesnt know about the importance of a first-round harvester kill ... I usualy try to encourage them with lines as "He who's C4 is last on enemy harvester is a lame duuuck !" This usualy works better than explaining them that killing harvester means 3000-5000 credits less for the enemy team (or yours, if they are faster).Mfg,ChaosE

Subject: mesa strat

Posted by [Anonymous](#) on Fri, 16 Aug 2002 09:30:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Or both teams....

Subject: mesa strat

Posted by [Anonymous](#) on Fri, 16 Aug 2002 11:17:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

should follow up with this by having 4 or 5 engies repairing the harvy as it comes back - maintaining a safe distance from the planted c-4

Subject: mesa strat

Posted by [Anonymous](#) on Mon, 19 Aug 2002 04:29:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I love Mesa...nearly always MVP there. NOD = Arty & bombard War Fac, GDI = Med tank (reverse turret) and bombard PP. With an Engi backing you up and a few others doing the same, you've got almost complete control of the map.
