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Subject: Harvester tactic

Posted by [Anonymous](#) on Wed, 24 Jul 2002 12:41:00 GMT

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The blocking tactic is valid if you can get is wedged good in between tanks and/or pillars. They will not get the big dumps of credits, but they will still get 2 credits per second (1 per second if the power plant is down). Another little-known fact is that if the WF/Airstrip is down, they can't get new harvesters. If Ref still stands, they still get the 2 or 1 per second but no more dumps after last harv is killed.

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