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Subject: Nuke on harvester could work...

Posted by [Anonymous](#) on Fri, 29 Mar 2002 19:00:00 GMT

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In the map "Under" it might be possible to Place a nuke on the GDI harvester, as it passes the high cliff to reach the tiberium, a Nod guy could be sitting up there in a NOD buggy and he could drive out to the edge, before landing he could jump out of the Buggy and land on the harvester, place the nuke on the top of it and if the ATV is destroyed... Well then u got another way to sneak into their base on the harvesters roof!PS: I have NEVER tried this before but it gotta work!

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Subject: Nuke on harvester could work...

Posted by [Anonymous](#) on Fri, 29 Mar 2002 19:11:00 GMT

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There's two reasons why that won't work. Tried riding on top of enemy vehicle - (once I was on top had buddy drive to see if it would work) - as soon as the vehicle moved, I was killed. As for the planting a beacon on the harvester or one of your own vehicles, I did this to an APC and drove off - beacon just stayed suspended in mid-air.

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Subject: Nuke on harvester could work...

Posted by [Anonymous](#) on Sat, 30 Mar 2002 01:52:00 GMT

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No. The speed of the vehicle doesn't matter.

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Subject: Nuke on harvester could work...

Posted by [Anonymous](#) on Sat, 30 Mar 2002 04:09:00 GMT

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ok...math lesson. enemy harvester + you as soldier in path of or on top of = boink. Or This is you. This is you on the enemy harvester. BOINK. Any questions? Don't get me wrong, I'd love to be able to ride on top enemy vehicle right into their base, think it'd be funny as hell - specially if tank was low on health and obelisk mistook for enemy because of my presence and blasted it.

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Subject: Nuke on harvester could work...

Posted by [Anonymous](#) on Sat, 30 Mar 2002 05:12:00 GMT

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hmmm... if it worked and u timed placement right, then u could destroy refinery also and enemy couldnt possibly disarm it from up there during that time

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Subject: Nuke on harvester could work...

Posted by [Anonymous](#) on Sat, 30 Mar 2002 06:10:00 GMT

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i thought about it! in maps like walls u can get quite good upon a vehicle! i tried it, the beacon really stays where it was planted! so this tactic is useless!

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Subject: Nuke on harvester could work...

Posted by [Anonymous](#) on Sat, 30 Mar 2002 12:28:00 GMT

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yes but the harvester is very slow, maybe it will work?

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