
Subject: Harvester = your friend
Posted by [\[sg\]theOne](#) on Sat, 08 Mar 2003 02:47:27 GMT
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Most everyone knows you can follow the harvester into base to avoid the base defenses. This is worlds easier as GDI cause the AGT will spray the harvester from time to time giving you away whereas ob wont (but turrets may fire).

Point #1

On defense maps where the PP/AGT/OB are still up but wep/air is down DO NOT destroy the harvester !!! It is the ONLY WAY IN. So...if you pop the harvey on say City expect a boring game till time runs out. Otherwise beacon drops @ PP are very do-able.

Point #2

When someone msg's the team saying 'dont kill the harvester' or 'dont kill harvester Ima follow it in' be a sport AND DONT KILL THE HARVESTER. Why? Because a hotwire/infi w/beacon is going to go destroy something w/their boom stick !

I've had this happen like FIFTY times on maps like Field/City Flying etc...standing right there watching a tank hit harvey asking him not to kill it...N()Bs! Which is better for the team ? 150points from harvey kill or power offline ? You be the judge.

Point #3

Even on maps w/o base defenses playing 'follow the harvey' is a good way to come in undetected vs the 'usual route' (cause I'm waiting @ the end of that usual route w/my pump action).

Side bar - has anyone planted timedC4 on harvey and had it blow when it was docked ? I did once but didnt get ne extra points - you'll notice that the back of the harvester doesnt actually touch the building.

ps. I know some of this may sound like I'm talking 2 ppl like they are idiots but hey these situations happen all the time

Subject: Harvester = your friend
Posted by [Sk8rRIMuk](#) on Sat, 08 Mar 2003 14:55:59 GMT
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I use the harvester a lot it really helps especially for NOD on Feild and other maps aswell.

-Sk8rRIMuk

Subject: Harvester = your friend
Posted by [Griever92](#) on Sat, 08 Mar 2003 23:36:52 GMT
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not only does it give you a great sneak in, but it gives you a nice upage of 300 Creds.

Subject: Harvester = your friend

Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 11:41:06 GMT

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Griever92not only does it give you a great sneak in, but it gives you a nice upage of 300 Creds.

Yes you must not forget the true purpose of the harvester...

I hate those ppl who destroy the harvester before you have time to sneak into the enemys base

...

Always check behind the harvester when leaveing your base.

-Sk8rRIMuk

Subject: Harvester = your friend

Posted by [cheeta30](#) on Fri, 21 Mar 2003 22:21:50 GMT

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some people just forget about the harv. they just blindly get into the field and try to destroy a building with an automatic rifle (useless) instead that the ones who are a soldier defend the harv. and attack the enemy harv. with timed c4's and that the ones who are a grenadier attack the buildings, then your harvester can empty the tiberium and you have 300 creds more, so you can buy a technician/hotwire, and the ones that were a grenadier can buy a APC for transport to the enemy base

Hope every user will read this, this is the way to win... (i think :rolleyes:)

Subject: Harvester = your friend

Posted by [SencneS](#) on Sat, 22 Mar 2003 02:42:47 GMT

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Quote:Which is better for the team ? 150points from harvey kill or power offline ? You be the judge.

Depends on the player. For a start and I think a most people forget this. Whatever plan you think of whatever idea or tactic you have. It only takes a slight view of the enemy to screw your plans.

If I was in a Med Tank and I saw a patch or a mobious following the harvey on City and we where only 200-400 points ahead and there was 5 minutes left in the game.. I would wait till the harvy

was in clear view of the OB and kill the harvy. In turn killing the Mobious and Ion. Why? think about this before you do anything by yourself. Because this is a Rambo tactic.

Do you think they are just going to let you place that Beacon? Do you think they are just going to let you run around their base killing people or stand idly by and watch the pretty light show as the ION kills their power plant?

One thing that bugs the piss out of me is... Lets say side is NOD map is Island. There is less then 10 minutes left in the game. GDI has lost Weapons and Ref to Nukes. But they are up 4000 points because they have managed to disarm 10-20 nukes. Someone says "Buy an APC and I'll get a nuke and you guard with the APC" or even worse they buy the APC and NUKE and try to deploy it by themselves.

For a start we should have all experianced this at one point. No thought went into the idea to begin with. And yet when you say NO THAT WILL NOT WORK. The n00b gets the idea yeah it will I'll make it work. GDI are not going to let that nuke go off you need a HUGE force to cover.. 7 Flames tanks with 14 people and 14 nukes. Thats about what it takes.

Just remember, any plan you can think of. Think of what could go wrong then think about how you could prevent the wrong thing happening. And even the best laid plans are full of holes.

I said in another post I consider myself a Rambo more then a group player. But I have tactics that are totally off the wall. Unheard of let alone unthinkable. Just to give you an idea.. Next time your in a clan game lets say a 3v3.. Really simple. Lets say Wall, GDI. Buy a hotwire and mammy screw your team mates.. Buy a mammy, drive it all the way into NOD's base. Assumeing the thing lives... Jump your ass out abandoning the Mammy.

Run into the Hand and c4 it... Ok Sounds crazy doesn't it. What do you think NOD will do?

Will they grab the mammy or will they leave it un guarded and follow you. Even on a 3v3 team. 1 person says in Mammy the other 2 follow you. You got an AWSOME chance to kill the Hand. Because it's really only a 2v1 and assumeing the rest of your team is no where to be found. If one comes alone it's 2v2 even better.

Just so you know, almost every time I used that in a clan game it worked like a charm. The guy was too scared to get out of the mammy in fear I would jump back in. And he had to CALL his team mates to defend the hand. Buy then the hand was gone.

That's a plan with two things.. 1) You killed the hand and everything went exactly the way you expected. If they didn't jump into the mammy you jump in after throwing your c4 on the MCP. Start hitting on it. (Back up plan see what I mean) 2) If you Manage to kill the hand or whatever building and you die now they have mammy... Thats ok it's 500 points for your team when you kill it.

SencneS

Subject: Harvester = your friend
Posted by [Vegita246](#) on Sat, 22 Mar 2003 09:52:02 GMT

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SencneS, sadly that works for me with humvees sometimes. Only with newbies though, they think its better to have an enemy vehicle than anything. Another one that works onto newbs is if your getting chased by an enemy tank and are in red health just get out because they might destroy it and not get as much points or sit there in their tank defending it so one of their team-mates can get in. If its the second one then you can just run into a building and destroy it .

Subject: Harvester = your friend
Posted by [kawolsky](#) on Mon, 24 Mar 2003 20:26:36 GMT
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The only map you can't do this is probably hourglass,
i really hate that map.

Subject: Harvester = your friend
Posted by [\[sg\]theOne](#) on Tue, 25 Mar 2003 05:11:57 GMT
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kawolskyThe only map you can't do this is probably hourglass,
i really hate that map.

ah but you can !

I havent done it in multiplayer but (in mplayer practice) as GDI I got into Nod air on my first try..prolly could of made it all the way to ref if i would of tried...

Subject: Harvester = your friend
Posted by [K9Trooper](#) on Tue, 25 Mar 2003 05:55:59 GMT
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In Walls and Complex I use my harvy as defense. Sure I don't get credit for the kill, but it sure piss' off the poor fool who engages me at the entrance of the base.

Lure the sucker in to the entrance and then engage with heave fire. He/she will be too busy jumping around the harvy sneaks up on them. Then you see them bitch about the "God damn fucking harvy!" Or he/she will be worried about the harvy that you pick 'em off easy then

Note: I not the best sniper in the world, so I have to rely on anything around me. Thus a harvy really helps.
