
Subject: Harvester tactic

Posted by [Anonymous](#) on Mon, 22 Jul 2002 11:03:00 GMT

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Is it possible to kidnap an enemy harvester? By that I mean get some vehicles and push it towards your own base, assuming there are no base defenses to kill the enemy harvy. Is it possible or does the harvy have too much horsepower vs several tanks. If you can block the harvy somewhere without killing it, the enemy will get no credits and they won't get a new harvy if the old one is still alive. As long as you can keep the n00bs from blowing it up. Even if you can pin the harvy and keep it from returning to base it would work. If so, Field or Under would be good maps to try it on. Good strategy or waste of time?

Subject: Harvester tactic

Posted by [Anonymous](#) on Mon, 22 Jul 2002 11:08:00 GMT

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Waste of time. If you have base defenses, count the tactic out. If the enemy has any intelligence at all, they will kill you and your tank immediately. It would take forever to push that thing all the way to your base only to see that it drives back to the tiberium and gets right back on course. If you block their harvy, they still get 2 credits per second anyway. Just go kill their refinery if you want them to be poor.

Subject: Harvester tactic

Posted by [Anonymous](#) on Mon, 22 Jul 2002 11:33:00 GMT

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C4 remember the harvy roadblock on City. Its just too strong.

Subject: Harvester tactic

Posted by [Anonymous](#) on Mon, 22 Jul 2002 14:47:00 GMT

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That was an excellent suggestion for a tactic. Just because it doesn't work doesn't mean he shouldn't get mondo points for creativity!kudos to you!

Subject: Harvester tactic

Posted by [Anonymous](#) on Mon, 22 Jul 2002 17:43:00 GMT

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It is creative thinking like that that keeps this game fun and interesting to play. Good job.

Subject: Harvester tactic

Posted by [Anonymous](#) on Tue, 23 Jul 2002 00:03:00 GMT

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Hmmm, interesting, I didn't realize they got credits even when the harvester is blocked or stopped. Oh well, just seeing if it would work. I guess not. Thanks for the replies. [July 22, 2002, 12:04: Message edited by: JeffLee67]

Subject: Harvester tactic

Posted by [Anonymous](#) on Tue, 23 Jul 2002 09:09:00 GMT

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I've always wondered why people want to blow up enemy harvesters as soon as they come out of their base just to have another one come out soon after . The only reason I can think of is points, but it seems (to me anyway) more logical to wear it down to almost dead then work on structures or other vehicles (while it's gathering tiberium) and finish it off with one or two shots as its returning to base. As long as it's not reaching the refinery the enemy doesn't have as much funding to buy tanks and better units and this way you can concentrate on taking out their base instead of a harvester every minute. Maybe this has been brought up before, but I've never seen it. Anyone else agree/disagree?

Subject: Harvester tactic

Posted by [Anonymous](#) on Tue, 23 Jul 2002 09:12:00 GMT

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Because the harvester tends to get in your way at the worst possible times.

Subject: Harvester tactic

Posted by [Anonymous](#) on Tue, 23 Jul 2002 13:10:00 GMT

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I remember once as GDI on Field the harvester got knocked off track by one of our Mammoths in the base, and ran into the pole by the side of the AGT. It got stuck behind there and it took quite a bit of effort to knock it back using a medium tank. The problem was that it needed to be nudged FROM the AGT side, and there isn't really room to get at it. So in principle, diverting the enemy harvester should work, if you can find something to run it into.

Subject: Harvester tactic

Posted by [Anonymous](#) on Tue, 23 Jul 2002 15:29:00 GMT

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So the tactic may be valid. I once I saw a harvester stuck on a rock in a tiberium field. This was in

a LAN game on Field and it was my GDI harvester. I had to ram it off the rock so it would continue. Although, on some MODs I've noticed the harvester get stuck on walls and buildings but I figure that is usually due to the map designer missing something.

Subject: Harvester tactic

Posted by [Anonymous](#) on Wed, 24 Jul 2002 00:19:00 GMT

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what you do is you push it to your base and put remte c4s on it and let it go, then when it goes to the enemy base to unload, blow them up while it is unloading. i did that befor, usally doesnt take out the ref through. its a waste of time anyways.

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.

Subject: Harvester tactic

Posted by [Anonymous](#) on Wed, 24 Jul 2002 12:55:00 GMT

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Krazyfoxx, one of the problems, with not blowing up the harvester as it comes out, is that on the way back in the harvester can block you. Stinks when you try to retreat but can't, curse your teammates for blocking you, then turn around as your tank blows and see their harvester. Another possibility is that when the harvester is returning to their base you may have had to retreat or you may have to choose between the final shot on the harvester or a final shot at a enemy tank that is about to blow up a teammates tank. Of course, the above is assuming that the firepower would not be best diverted elsewhere to begin with. [July 24, 2002, 12:22: Message edited by: Jeg]
