Subject: Havester Tactic part 2, protection Posted by Anonymous on Mon, 22 Jul 2002 17:50:00 GMT

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I don't recall reading this before so hear me out. On the maps with base defence and where the enemy tends to attack the harvy has anyone thought to place mines on the harvy to kill troops or damage tanks that come too close? It won't stop experienced players but it can stunt n00bs and newbies.

Subject: Havester Tactic part 2, protection

Posted by Anonymous on Mon, 22 Jul 2002 23:21:00 GMT

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works well on mesa, get remotes and wen they come near, boom.

Subject: Havester Tactic part 2, protection

Posted by Anonymous on Tue, 23 Jul 2002 10:57:00 GMT

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I think it's a waste of your precious c4 since limit = 30.

Subject: Havester Tactic part 2, protection

Posted by Anonymous on Tue, 23 Jul 2002 12:21:00 GMT

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yeah that remote trick works well, i fell for it once{on mesa too!} i couldnt even see the remote c4 and then bam there go's my officer.

Subject: Havester Tactic part 2, protection

Posted by Anonymous on Tue, 23 Jul 2002 12:33:00 GMT

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I do that at the start of games in city, no idea why I don't do it on Mesa though. Just one of those things.

Subject: Havester Tactic part 2, protection

Posted by Anonymous on Sat, 17 Aug 2002 20:46:00 GMT

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i dont really give 2 s\*\*ts bout the dam harvy. i mean while you are trying to kill or defend harvy i

just pick the people off as they walk by me 2 get c4 on havy with a shotgun.. i mean who is that devoted to killing a harvy to walk right by a shotgun??? i mean COME ON WHATS WITH THEM!!! o yea i guess they are newbs

Subject: Havester Tactic part 2, protection Posted by Anonymous on Sun, 18 Aug 2002 11:30:00 GMT View Forum Message <> Reply to Message

-- " dont really give 2 s\*\*ts bout the dam harvy. i mean while you are trying to kill or defend harvy i just pick the people off as they walk by me 2 get c4 on havy with a shotgun.. i mean who is that devoted to killing a harvy to walk right by a shotgun??? i mean COME ON WHATS WITH THEM!!! o yea i guess they are newbs"I'd happily sacrifice myself to get their harvy destroyed. Let me see you get 2 points for killing my free engie, I get 4 points for shooting 1 clip from my pistol at you/the harvy on my way to getting more points for doing 40\% or more damage to it with c4?Sorry who is the n00b?

Subject: Havester Tactic part 2, protection Posted by Anonymous on Sun, 18 Aug 2002 19:05:00 GMT

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"I think it's a waste of your precious c4 since limit = 30." uhh if its in the begging of the game (first harvy war) then no1 would have mined yet

Subject: Havester Tactic part 2, protection
Posted by Anonymous on Mon, 19 Aug 2002 00:55:00 GMT
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Perhaps he hasn't realized that the harvestor is responsible for getting money?? I HATE it when early in the beginning your harvester get destroyed and so it takes longer until u can achieve a strong unit / a hotti-tech / a vehicle to do really damage to their base. And beside of that, what else useful do most people do in the beginning on defense maps with starting credits=0? Big infantry rumbles in the tunnels? Mostly. Standing around with a shotgun guy waiting for 0\$-infantry to pass? Likely. I think it does much for for the victory of your team if u destroy the enemy's harvy 1/2/3 times in the early beginning...