
Subject: Harvester Attack Tactic
Posted by [Anonymous](#) on Tue, 22 Oct 2002 13:31:00 GMT
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Don't always be so quick to destroy the other teams Harvey. When you blow up their harvey as soon as it comes out of the base, it's just that much sooner that a new harvey appears. If at all possible get the harvey into the yellow or red then let it gather tiberium and wait to destroy it until it's returning to base. That way the other team is forced to wait even longer for a new harvey. This works great on maps like Under and Field where you can camp outside the other teams base and own anything that tries to leave.

Subject: Harvester Attack Tactic
Posted by [Anonymous](#) on Tue, 22 Oct 2002 13:39:00 GMT
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Meanwhile, they are smoking your harvy, and wiping all the unemployed, non harvy killing, hippies out, in the field.

Subject: Harvester Attack Tactic
Posted by [Anonymous](#) on Tue, 22 Oct 2002 13:45:00 GMT
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quote:Originally posted by KIRBY098:Meanwhile, they are smoking your harvy, and wiping all the unemployed, non harvy killing, hippies out, in the field.You obviously didn't read the entire post.I'm talking about when you've got a bunch of tanks camped outside the other teams base like on field and blasting anything that tries to leave. Go ahead and shoot the harvey until it's in the yellow or red, but then just wait a little while and blow it up as it's returning to base.

Subject: Harvester Attack Tactic
Posted by [Anonymous](#) on Tue, 22 Oct 2002 13:52:00 GMT
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If you keep killing the harvy's, does it really matter? They NEVER get back to base anyways. Especially when you camp.

Subject: Harvester Attack Tactic
Posted by [Anonymous](#) on Tue, 22 Oct 2002 14:00:00 GMT
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like kirby said, show NO mercy....

Subject: Harvester Attack Tactic
Posted by [Anonymous](#) on Tue, 22 Oct 2002 15:35:00 GMT
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I prefer using Harvesters for other methods...and every now and then you see the Nod and GDI Harvesters have harvy sex... lolBut that's not on subject... =P

Subject: Harvester Attack Tactic
Posted by [Anonymous](#) on Tue, 29 Oct 2002 09:14:00 GMT
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Why would you let the harv go? Destroy it as fast a possible. That way instead of killing 20 of the enemies harv you get 30.(example) More Points.

Subject: Harvester Attack Tactic
Posted by [Anonymous](#) on Tue, 29 Oct 2002 10:11:00 GMT
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as I said, I use the harvester to my advantage. Exp, when I'm nod.The tactic I use in field has always worked and I always have killed the AGT.

Subject: Harvester Attack Tactic
Posted by [Anonymous](#) on Wed, 30 Oct 2002 03:53:00 GMT
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Attack the harvester!Destroy it now!greetings,Justifier

Subject: Harvester Attack Tactic
Posted by [Anonymous](#) on Wed, 06 Nov 2002 14:16:00 GMT
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quote:Originally posted by c1m2r3:Why would you let the harv go? Destroy it as fast a possible. That way instead of killing 20 of the enemies harv you get 30.(example) More Points.Exactly. That, and you are also tying up their war factory or airstrip, possibly preventing them from putting together an organized rush.

Subject: Harvester Attack Tactic
Posted by [Anonymous](#) on Sat, 09 Nov 2002 11:01:00 GMT
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attharvrepharv(Autocomplete Ownz j00!)
