
Subject: heal the harv
Posted by [Anonymous](#) on Fri, 07 Feb 2003 13:31:00 GMT
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so many time i have been repairing the harv on its way back in and watching people constantly run by me. next thing u know the harv blows in my face becuase of one timed mine which i couldnt save it from. so after u run out and die while in a harv rush, pick an engin and run out to yours and start healing it. and if there is just too many mines on it you can always contine out to the feild to place your remotes and timed mines on something else.

Subject: heal the harv
Posted by [Anonymous](#) on Fri, 07 Feb 2003 16:29:00 GMT
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Or you could remove the mines that are on the harv.....

Subject: heal the harv
Posted by [Anonymous](#) on Fri, 07 Feb 2003 18:10:00 GMT
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yea disarming mines on a moving/spinning wheel is easy, huh?

Subject: heal the harv
Posted by [Anonymous](#) on Sat, 08 Feb 2003 04:02:00 GMT
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Yeah it's easy! I do it all the time; just aim with your plasma gun on that C4... and it'll be gone in 30 seconds...

Subject: heal the harv
Posted by [Anonymous](#) on Sat, 08 Feb 2003 04:06:00 GMT
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btw, take cover

Subject: heal the harv
Posted by [Anonymous](#) on Sat, 08 Feb 2003 06:54:00 GMT
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Or drive the Harvy over rough ground to shake of them C4! Thats what I do...sometimes.Or jump

on the revolving wheels whilst disarming them and then you dont have to keep moving your head round and round..... Naaa the best thing is to chuck loadsa remote C4 on it before it leaves base then detonate it when them Bad boys try too place their sticky things on.....Boom

Subject: heal the harv
Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:09:00 GMT
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quote:Originally posted by wt676:Yeah it's easy! I do it all the time; just aim with your plasma gun on that C4... and it'll be gone in 30 seconds...lol 30 seconds is how long it takes for them to blow

Subject: heal the harv
Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:49:00 GMT
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he knows that killaAnd I thought you guys meant that it would be on the back or something, didnt think of the wheels

Subject: heal the harv
Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:49:00 GMT
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quote:Originally posted by F.l.i.p.:Or drive the Harvy over rough ground to shake of them C4! Thats what I do...sometimes.Or jump on the revolving wheels whilst disarming them and then you dont have to keep moving your head round and round..... Naaa the best thing is to chuck loadsa remote C4 on it before it leaves base then detonate it when them Bad boys try too place their sticky things on.....Boom what you mean, u cant drive the Harv!

Subject: heal the harv
Posted by [Anonymous](#) on Sat, 08 Feb 2003 23:34:00 GMT
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i think that is the point...

Subject: heal the harv
Posted by [Anonymous](#) on Mon, 17 Feb 2003 18:41:00 GMT
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In games where u start with "normal" credits (less than 1000) the harvey is vital aspect. Many ppl are content with killing the harvey once @ start of game then tagging it later on if its convient. I

suggest you keep the other team as poor as possible - kill the harvey like 3 er so times in a row if not more while keeping yours alive. They will be poor as ever while your team should have a few tanks by this point. Basicly keeping the harvey deader than dead helps a lot. theOne.

Subject: heal the harv

Posted by [Anonymous](#) on Tue, 25 Feb 2003 00:11:00 GMT

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Ya nobody probably reads old threads so nobody will read this post, but here goes..Yes I totally agree with you 00. Everyone should think of it this way - take the number of people on your opposing side (say 20 for a 40 player server) multiply by 300 (credits gained/player for each harv drop) and you get the overall value of destroying the harv. So for a 40 player server that's $20 \times 300 = 6000$!!!!!! This 'value' isn't a real score mind you, but it reflects how you've changed the credit-balance in favor of your team.

Subject: heal the harv

Posted by [Anonymous](#) on Tue, 25 Feb 2003 09:23:00 GMT

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if you heal it you get more credits and to prevent it from blowing by c4, you could disarm it, or if someone of the other team comes near it shoot him with the pistol
