
Subject: Blocking the Harvie Tactic!

Posted by [Anonymous](#) on Wed, 23 Oct 2002 23:58:00 GMT

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Blocking the harvester allows for the attacking force to be concentrated in a central area. Since the opposing force cannot enter the fire of the ob or the agt for very long without taking to much damage this allows the force to collect in a rather small area outside the base. This then in turn allows the defending force to open fire on a concentrated force allowing for high accuracy in firing of the weapons. This also allows any units which are entering the fire of the ob or agt. to be easily taken out as the ob/agt will aid in the damage of the unit. This then allows the defending force to kill this unit quickly since it takes so much damage. The fact that you block the harv has nothing to do with money. It is all psychological, when a force takes control of the feild they want to shoot at stuff. It doesn't matter what it is, wheter it be the enemy tanks infantry or harv. they just want to shoot. Same deal with the buildings, if you back up and hide in your base where you can hit the enemy safely but they can't hit you then you rack up on points. They will advance and advance until they reach a point where tech do nothing but heal so an enemy tank can just sit there and shoot, while in turn you can shoot it back. The realization that fixing buildings gets you nearly as much points back as have been lost when an enemy shoots it and damages it has to be made. But you get no points back when healing a tank or infantry. This is why healing is very unattractive to most players. So if you let an enemy tank just sit there and take shots you rack up on points. And this is why it is important to block the harv. due to what you gain, which is oportunity, and not what you lose, a few points from a killed harv. [October 23, 2002, 23:59: Message edited by: C4kitty]
