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Subject: Harvester = your friend  
Posted by [\[sg\]theOne](#) on Sat, 08 Mar 2003 02:47:27 GMT  
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Most everyone knows you can follow the harvester into base to avoid the base defenses. This is worlds easier as GDI cause the AGT will spray the harvester from time to time giving you away whereas ob wont (but turrets may fire).

Point #1

On defense maps where the PP/AGT/OB are still up but wep/air is down DO NOT destroy the harvester !!! It is the ONLY WAY IN. So...if you pop the harvey on say City expect a boring game till time runs out. Otherwise beacon drops @ PP are very do-able.

Point #2

When someone msg's the team saying 'dont kill the harvester' or 'dont kill harvester Ima follow it in' be a sport AND DONT KILL THE HARVESTER. Why? Because a hotwire/infi w/beacon is going to go destroy something w/their boom stick !

I've had this happen like FIFTY times on maps like Field/City Flying etc...standing right there watching a tank hit harvey asking him not to kill it...N()Bs! Which is better for the team ? 150points from harvey kill or power offline ? You be the judge.

Point #3

Even on maps w/o base defenses playing 'follow the harvey' is a good way to come in undetected vs the 'usual route' (cause I`m waiting @ the end of that usual route w/my pump action).

Side bar - has anyone planted timedC4 on harvey and had it blow when it was docked ? I did once but didnt get ne extra points - you'll notice that the back of the harvester doesnt actually touch the building.

ps. I know some of this may sound like I'm talking 2 ppl like they are idiots but hey these situations happen all the time

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