This is actually quite useful; n00bstories has an internet interface on which you can blow up any of a team's vehicles, including the harvester. This has its uses in certain situations, such as when two days ago I was playing Under on Jelly Marathon and somebody got the GDI harv stuck on a rock in the tib field. As a result, even after several minutes of pushing it around with vehicles, it still came back to the rock and we had no credits coming in (we were holding Nod back inside their base at the time, so they weren't about to do anything to it). Quite an annoying bug, and this would be the perfect fix.