
Subject: Mining the Harvester

Posted by [Â®](#) on Mon, 11 Apr 2005 23:19:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Where do you like to throw your mines on the harvester? I prefer the tires.

Subject: Mining the Harvester

Posted by [flyingfox](#) on Tue, 12 Apr 2005 00:27:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

~edit~

Subject: Mining the Harvester

Posted by [remek](#) on Tue, 12 Apr 2005 00:49:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

well, according to bst0rm's guide™, the best place to mine the harvester is the back because it actually disables any chances of harv walking on the maps such as field, under, mesa, complex and volcano

Subject: Mining the Harvester

Posted by [CackBoy26](#) on Tue, 12 Apr 2005 01:12:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

I had no idea you bought a copy!

Subject: Mining the Harvester

Posted by [Â®](#) on Tue, 12 Apr 2005 01:13:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

remekit actually disables any chances of harv walking on.....complex

huh?

Subject: Mining the Harvester

Posted by [Majiin Vegeta](#) on Tue, 12 Apr 2005 01:19:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

remekwell, according to bst0rm's guide™, the best place to mine the harvester is the back because it actually disables any chances of harv walking on the maps such as field, under, mesa,

complex and volcano

the harvester gets killed so many times on those maps its a waste of time
unless you like to sit there and mine it everytime it gets blown
just keep a few mines on the floor in the route the harvester makes on the way back into base

Subject: Mining the Harvester
Posted by [IRON FART](#) on Tue, 12 Apr 2005 06:09:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

flyingfoxHarvester? Fuck the harvester, I like to mine the front of an APC and drive it into a soldier who was sorry he let himself be seen. On occasion I will leave the APC at a tunnel entrance so they'll think, free APC...

Isn't driving into people with proxy C4s on your APC a bit redundant?

After all, you will have to make contact with them. And if you make contact with them, you are going to end up running them over anyway...

Subject: Mining the Harvester
Posted by [flyingfox](#) on Tue, 12 Apr 2005 21:14:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I know, but the explosion is rather funny

i'll just run into the first thing on my screen, really

has anyone tried mining the top of a soldier's head and seeing if an apache can still crush them?

Subject: Mining the Harvester
Posted by [Homey](#) on Thu, 14 Apr 2005 19:39:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Would be funny, but that's not likely. Could try remotes

Subject: Mining the Harvester
Posted by [Spoony_old](#) on Thu, 14 Apr 2005 19:42:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

If the soldier is on your side and the apache is on the enemy, the apache will just blow the prox mine... then will easily crush the soldier

Subject: Mining the Harvester
Posted by [flyingfox](#) on Fri, 15 Apr 2005 00:49:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

not if he's wearing all 30 mines.. :^)

Subject: Mining the Harvester
Posted by [stealthkiller](#) on Fri, 15 Apr 2005 01:19:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

That would be quite an ornament to have on your head.

Subject: Mining the Harvester
Posted by [flyingfox](#) on Fri, 15 Apr 2005 01:22:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

woman can balance jugs of water on their head, so soldiers must be able to balance 30 mines too

Subject: Mining the Harvester
Posted by [stealthkiller](#) on Fri, 15 Apr 2005 01:23:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Except 30 mines probably weighs a bit more than a jug of water. And jugs of water aren't explosive

Subject: Mining the Harvester
Posted by [flyingfox](#) on Fri, 15 Apr 2005 01:26:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

No. but the women carrying them are

Subject: Mining the Harvester
Posted by [Deathgod](#) on Fri, 15 Apr 2005 16:17:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

I tried putting proxies all over the bottom of an orca before and sitting on an enemy vehicle, and most of the mines actually didn't go off which I thought was odd. I'll try having a soldier covered in them this weekend and see what happens.

Subject: Mining the Harvester
Posted by [flyingfox](#) on Mon, 18 Apr 2005 13:47:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well it's monday, or as the irish would say it, m00nday. did you try it out?

Subject: Mining the Harvester
Posted by [Deathgod](#) on Mon, 18 Apr 2005 21:21:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, I couldn't get anyone willing to try it out. I did have a lot of fun covering my apache nose in mines and driving into enemy vehicles though. I also blew a guy off the wall on Walls with the nose. That was priceless humor.

Subject: Mining the Harvester
Posted by [FoxURA](#) on Fri, 22 Apr 2005 05:09:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

its reasuring to see that i am not the only one insane enough to want to try c4s on everything is sight... What about 30 remotes on an allied soldier or engineers remoting eachother instead of the console to make delivery to the mct allitle faster. The engineers would just have to be near the thing before detonation instead of taking the time to mine it one at a time.

Subject: Mining the Harvester
Posted by [flyingfox](#) on Fri, 22 Apr 2005 17:10:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd love to do that but it won't work because a c4 has to actually be attached to the mct to do proper damage. a single remote stuck to a soldier beside the mct will probably do the same as a tank shell

I'll have to compose a video sometime showcasing many enjoyable c4 suicide bomber moments. perhaps people could send me any of theirs and it could be even better....i'll start tonight if I can find anyone willing to.

Subject: Mining the Harvester
Posted by [Deathgod](#) on Fri, 22 Apr 2005 22:01:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Don't forget to include cloakers covered in proxies.

Subject: Mining the Harvester
Posted by [Â®](#) on Mon, 25 Apr 2005 02:43:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

But, 30 remote mines on a guy going off all at the same time at an mct? I wonder what that would do. If you could put 30 remote mines on a cloaker, and have him stand beside an mct and it kill the building, that would be worthwhile. The problem is whether or not the mines would dissappear on him like they do most of the time when you get so far from your base. I'm not sure if they're actually invisible to the enemy as well though.

Subject: Mining the Harvester
Posted by [IceSword7](#) on Mon, 25 Apr 2005 04:59:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tryed it, doesnt work

Subject: Mining the Harvester
Posted by [Â®](#) on Mon, 25 Apr 2005 18:14:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

You would

Subject: Mining the Harvester
Posted by [flyingfox](#) on Tue, 26 Apr 2005 12:02:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm in the middle of this c4 making video...does anyone have a short footage of that black & white stuff that appears on a TV screen with no channel tuned in? I would like to add it inbetween clips so that there's a distinction between each segment.

Subject: Mining the Harvester
Posted by [Chronojam](#) on Tue, 26 Apr 2005 12:49:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Page two zomg wtf.

Subject: Mining the Harvester
Posted by [flyingfox](#) on Tue, 26 Apr 2005 13:15:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

thanks, but I should have said..

it'll have to be 640 * 480 pixels because that's the max you can record with fraps

Subject: Mining the Harvester
Posted by [Spoony_old](#) on Tue, 26 Apr 2005 15:45:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

ChronojamPage two zomg wtf.
Nice delivery.

Subject: Mining the Harvester
Posted by [Homey](#) on Tue, 26 Apr 2005 17:50:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

flyingfoxthanks, but I should have said..

it'll have to be 640 * 480 pixels because that's the max you can record with fraps
Are you sure? I remember reading on their site it's 1024x768.

Subject: Mining the Harvester
Posted by [Homey](#) on Tue, 26 Apr 2005 17:51:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Realtime Video Capture Software - Have you ever wanted to record video while playing your favourite game? Come join the Machinima revolution! Throw away the VCR, forget about using a DV cam, game recording has never been this easy! Fraps can capture audio and video up to 1152x864 at 60 frames per second!

Well I guess the older version was 1024. Maybe you mean 640x480 because it's what you run on?

Subject: Mining the Harvester
Posted by [flyingfox](#) on Tue, 26 Apr 2005 18:34:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes, I mean the free one which only goes up to 640 by 480. no point in buying it if you can't record sound with windows ME

Edit: never mind, that gif resizes its self in win movie maker. thanx a lot

Subject: Mining the Harvester
Posted by [TankClash](#) on Tue, 26 Apr 2005 19:47:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

ff tpc, y gs nd t st n tpc mr, fckng dts

And this thread sucks anyway.

Subject: Mining the Harvester
Posted by [Homey](#) on Wed, 27 Apr 2005 10:05:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

flyingfoxyes, I mean the free one which only goes up to 640 by 480. no point in buying it if you can't record sound with windows ME

Edit: never mind, that gif resizes its self in win movie maker. thanx a lot
Ah ok, I have another version.

Subject: Mining the Harvester
Posted by [FoxURA](#) on Tue, 03 May 2005 00:21:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

TankClash And this thread sucks anyway.

Maybe because we have been off topic since what... About the eighth post?

Subject: Mining the Harvester
Posted by [flyingfox](#) on Tue, 03 May 2005 11:51:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

the thread's destruction was predetermined, I mean who mines the harvester? That gives me an idea, maybe I should mine it early on walls fly to kill a soldier or 2 running to c4 it.

Subject: Mining the Harvester
Posted by [FoxURA](#) on Wed, 04 May 2005 04:36:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

On infantry only maps or maps where the TB field is commonly rushed by a large number of vehics and/or infantry to attack your base through a tunnel or narrow canyon, minning the harvester can be a very good thing. Trust me on this... There is no better way to tick off rushers on Egypt than to mine the harvester... Especially if you rub it in by saying things like "The harvester of death strikes again" or "The death harvy has found its mark!". First of all, the victim

gets ticked off that the harvester was used to kill them, and even more ticked off because everyone in the game knows that someone got killed by the harvester. And of course, when someone gets ticked off they are more likely to make the same mistake again. I managed to take out the same person 3-4 times like this... Many of the others that fell to this were much less careless after the first time. This especially was apparant during rushes... A swarm of Gunners was rushing the Hon and when the harvy came around, most of them backed off for a short time. Using remote C4 do detonate infront of oncomming rushers is also a good way to toy with their minds even when the C4 is not in their direct path.

Subject: Mining the Harvester
Posted by [IRON FART](#) on Wed, 04 May 2005 04:50:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

flyingfoxthe thread's destruction was predetermined, I mean who mines the harvester? That gives me an idea, maybe I should mine it early on walls fly to kill a soldier or 2 running to c4 it. I bet mining the harvester would work on City if you had enough cash for a Hotwire/Tech to begin with.

Subject: Mining the Harvester
Posted by [CackBoy26](#) on Wed, 04 May 2005 12:09:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:On infantry only maps or maps where the TB field is commonly rushed by a large number of vehics and/or infantry to attack your base through a tunnel or narrow canyon, minning the harvester can be a very good thing. Trust me on this... There is no better way to tick off rushers on Egypt than to mine the harvester... Especially if you rub it in by saying things like "The harvester of death strikes again" or "The death harvy has found its mark!".

One word pretty much sums this one up...wow...

Subject: Mining the Harvester
Posted by [flyingfox](#) on Wed, 04 May 2005 22:17:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

er those harv rushers must have been stupid, because you can toss your c4s on a harvester while being far enough away mine distance to it...I do it all the time

Subject: Mining the Harvester
Posted by [FoxURA](#) on Wed, 04 May 2005 23:19:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

They were rushing the base not the harvester... The rushers were attacking the hon throught the

main entrance, and since the harvesters rout is somewhere near the middle of the entrance of the base... Because of this, a large portion of the entrance was within the sensor range of the harvester proxies.

Subject: Mining the Harvester

Posted by [EatMyCar](#) on Thu, 05 May 2005 13:15:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

IRON FARTflyingfoxthe thread's destruction was predetermined, I mean who mines the harvester? That gives me an idea, maybe I should mine it early on walls fly to kill a soldier or 2 running to c4 it.

I bet mining the harvester would work on City if you had enough cash for a Hotwire/Tech to begin with. Nukeboys.net AOW you get 550 to start with. nobody mines the harvy.

Subject: Mining the Harvester

Posted by [mision08](#) on Thu, 05 May 2005 14:18:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you get 350 to start @ city you better mine pp wf and ref on GDI, and hand air and obliisk on nod.
