

---

Subject: WHAT IS WITH THE HARVESTER??

Posted by [Anonymous](#) on Sat, 30 Mar 2002 08:35:00 GMT

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

---

k, i got 2 questions, do they lose ANY money losing there harvester?? casue they keep getting it, so the harvesters pretty much there for decoration and free points right?? oh and did u know... most of u do... that if u take a buggy (there fast and cheap) and stick it between the harvester and the tiberium factory while its docking after like 15 sec the tea, gets no cash comming in i tried it with a friend, it does work 2, lol, u should of seen him "y am i getting no MONEY, i got a refinery" oh that was funny

---

---

Subject: WHAT IS WITH THE HARVESTER??

Posted by [Anonymous](#) on Sat, 30 Mar 2002 08:42:00 GMT

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

---

the bug with harvester should be fixed or they should make them so that can't be attacked? some people that is all they do???? attack harvesters even while base is getting pounded?and yes if you kill harvester the other team does lose a harvest dump so yes less cash!it is a stupid aspect of the game when a team can just rack up points shooting at a harvester that just keeps running into the wall if we can't control the harvester how can the other team gets points for attacking something that can't be controled?like you should get points just for firing your gun wether you hit anything or not if your alive and can fire your gun you should get points yea right?

---

---

Subject: WHAT IS WITH THE HARVESTER??

Posted by [Anonymous](#) on Sat, 30 Mar 2002 08:58:00 GMT

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

---

Each time the harvester returns to base you get 300 (or is it 350?) credits, so destroying the harvy is an effective way of slowing down enemy production. That's why it's worth so much points.

---

---

Subject: WHAT IS WITH THE HARVESTER??

Posted by [Anonymous](#) on Sat, 30 Mar 2002 15:23:00 GMT

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

---

I've done the block the harvester from the refinery before. It's kinda funny, and if you can get in it's effective if they don't notice it.Oh, I'm also annoyed at the people that win just by parking vehicles by the stuck harvester and score big just by blowing it up. Such a n00bish tactic.Oh, destroying the harvester WHEN it works is good as well, it delays them from buying vehicles. Exp. for GDI when they want their mammies. It also delays them from buying vehicles for a little bit.

---

---

Subject: WHAT IS WITH THE HARVESTER??

Posted by [Anonymous](#) on Sat, 30 Mar 2002 17:38:00 GMT

---

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

---

A lot of players bring their doom on themselves by trying to push the harvester out of the way in straight into a wall because someone on that team screwed it up. I saw a jeep parked behind my

tactic and if you use it, it is because you have to cheat to win because you suck ass through a straw!! Trying winning without your exploits and your cheats and maybe you can be proud of yourself for real. Abusing the game for wins is like whacking off and telling everyone you got laid,

---

---

**Subject: WHAT IS WITH THE HARVESTER??**  
Posted by [Anonymous](#) on Sat, 30 Mar 2002 21:13:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm pretty good, yet if I ever have a buggy/humvee in enemy base undetected I'll park it in the harvester path just for the hell of it. It's not a cheat, the other team should be wise enough to blow it up. As for people that blow up stuck Harvesters, that is pretty cheap unless both teams harvys are stuck, then it's fair game.

---

---

**Subject: WHAT IS WITH THE HARVESTER??**  
Posted by [Anonymous](#) on Sat, 30 Mar 2002 21:48:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

harvies are fair game, period! destroying them or stopping them from getting back to the refinery is just another tactic players will do to win. if you don't like it, then protect your harvester!

---

---

**Subject: WHAT IS WITH THE HARVESTER??**  
Posted by [Anonymous](#) on Sat, 30 Mar 2002 22:06:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hey, when everyone else considers the harvy fair game, you need to either adopt their methods or lose, if you can win without them. If it can be done, it fits the def. of 'playing fair'. Get used to it.

---

---

**Subject: WHAT IS WITH THE HARVESTER??**  
Posted by [Anonymous](#) on Sun, 31 Mar 2002 05:38:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It is a fair tactic, not a very honorable one but it's fair. P.S There is one map (don't remember which one) that the Nod's harvester always get stuck in a wall and I mean ALWAYS and even if you get him outta there he'll still be stuck next to the Hand of Nod and one of the turrets... That is

---

just plain lame since GDI has an advantage because of it

---

---

Subject: WHAT IS WITH THE HARVESTER??

Posted by [Anonymous](#) on Mon, 01 Apr 2002 00:54:00 GMT

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

---

im pretty sure that is field and its used to be one of my favorite levels till that starated to happen

---