
Subject: harvy hideing
Posted by [Anonymous](#) on Mon, 10 Jun 2002 16:24:00 GMT
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Why don't people ever hide behind the harvy to get in to the base? It works very well people never listen to me when I say, "Don't blow up the harvy I want to sneak in behind it" [June 19, 2002, 08:39: Message edited by: jm21146]

Subject: harvy hideing
Posted by [Anonymous](#) on Mon, 10 Jun 2002 16:29:00 GMT
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becouse it verry unreliable.you can try and sneak behind it but when playing on a 30 player game i dont think it has much use!

Subject: harvy hideing
Posted by [Anonymous](#) on Mon, 10 Jun 2002 16:39:00 GMT
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Cuz they want some free points.Most of them ain't going to play like a team in a public game.

Subject: harvy hideing
Posted by [Anonymous](#) on Mon, 10 Jun 2002 16:46:00 GMT
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Subject: harvy hideing
Posted by [Anonymous](#) on Tue, 11 Jun 2002 04:20:00 GMT
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Noone ever expects something so simple to work. I have used this tactic a couple of times, and it does work. It's also embarassing to the enemy. The only problem I've had was, the automated defense still shoot at the harvy(trying to get to you), revealing your position.

Subject: harvy hideing
Posted by [Anonymous](#) on Tue, 11 Jun 2002 04:38:00 GMT
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quote:Originally posted by KIRBY098:Noone ever expects something so simple to work. I have

used this tactic a couple of times, and it does work. It's also embarrassing to the enemy. The only problem I've had was, the automated defense still shoot at the harvy(trying to get to you), revealing your position.the agt and obilisk dont always shoot at you if u move around to get all the way to the farthes side from the agt

Subject: harvy hideing
Posted by [Anonymous](#) on Tue, 11 Jun 2002 08:42:00 GMT
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if i post here dose it go to the top

Subject: harvy hideing
Posted by [Anonymous](#) on Tue, 11 Jun 2002 09:02:00 GMT
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I have used this a few time sand it works. but theres a problem:the agt or obolisk will coninue firing at the harvey and reveal your position. On friendly fire it is a good tactic to get their harvey

Subject: harvy hideing
Posted by [Anonymous](#) on Tue, 11 Jun 2002 09:15:00 GMT
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Hmmmmm. Good tactic that I hadn't thought of! Thanks.

Subject: harvy hideing
Posted by [Anonymous](#) on Tue, 11 Jun 2002 10:21:00 GMT
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On the reverse side, you can use the harvester on certain maps to hide yourself coming -out- of the base. This works when you're getting sieged by vehicles. Most siegers will turn their attention to the harvester when it rumbles out, trying to destroy it. If you're patient, you can move behind the harvester and use it as a "shield" to get out and get in a few potshots before they start beating on you. Vehicles are obviously harder to use the "shield" technique with since it's a bigger target to hide, but it's better than being seen and getting creamed before you're two inches away from the base defense.I used this on Field when I was a flame tank. It was 2 mobile rocket launchers and 2 medium tanks beating on the Hand. I followed the harvester, popped out from behind and wasted the launchers and one medium before they got me. We still lost, but at least it sorta worked.

Subject: harvy hideing
Posted by [Anonymous](#) on Tue, 11 Jun 2002 13:27:00 GMT

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SHHHHHHHHHHHHHHHH DONT GIVE MY TACTIC OUT!!!! STFU STFU STFU!!! what tactic...
do u know any tactic here? i dont see nothing...

Subject: harvy hideing
Posted by [Anonymous](#) on Tue, 11 Jun 2002 15:21:00 GMT
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In my experience, it's better to keep the other team from getting \$300 per player than going behind the harvester, which you probably will fail at. You have to hope that there's no lag and noone's mined the AGT.

Subject: harvy hideing
Posted by [Anonymous](#) on Tue, 11 Jun 2002 16:08:00 GMT
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For some real kicks follow a mammy when it drives back to base with its back turned to you{works great on mesa} and stay behind it, you can either 1. keep shooting it if its low on life, or 2. if it seems in good condition stay behind it till he gets out and hop in, the great part about this is the guard tower wont shoot at you becuase it wont shoot at its own tanks.

Subject: harvy hideing
Posted by [Anonymous](#) on Tue, 11 Jun 2002 17:42:00 GMT
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quote:Originally posted by kiwi98989:For some real kicks follow a mammy when it drives back to base with its back turned to you{works great on mesa} and stay behind it, you can either 1. keep shooting it if its low on life, or 2. if it seems in good condition stay behind it till he gets out and hop in, the great part about this is the guard tower wont shoot at you becuase it wont shoot at its own tanks.
Hmmm..see killa's post. I believe the agt will still shoot if you're in range in that situation, regardless of whether or not you're behind a vehicle. It'll still try to whack you. Since the mammy is pretty large you -might- be able to avoid it...just long enough for someone to kill you because they see it being triggered...oh, and the agt -can- recognize stolen tanks and shoots at them accordingly. [June 11, 2002, 17:43: Message edited by: -HDC- Hibiki]

Subject: harvy hideing
Posted by [Anonymous](#) on Tue, 11 Jun 2002 17:45:00 GMT
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quote:Originally posted by kiwi98989:For some real kicks follow a mammy when it drives back to base with its back turned to you{works great on mesa} and stay behind it, you can either 1. keep

shooting it if its low on life, or 2. if it seems in good condition stay behind it till he gets out and hop in, the great part about this is the guard tower wont shoot at you becuae it wont shoot at its own tanks.
good idea i must try

Subject: harvy hideing
Posted by [Anonymous](#) on Wed, 12 Jun 2002 06:52:00 GMT
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And I don't think the AGT has ever shot at me and just hit the harvy [June 19, 2002, 08:42:
Message edited by: jm21146]

Subject: harvy hideing
Posted by [Anonymous](#) on Wed, 12 Jun 2002 09:40:00 GMT
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It's a pretty good strategy, lads. But really - if You are in a game full of 36 players, then that strategy would be more like suicide. Then I suggest to BLOW UP the stinking Harvester! But when there are about maximum 6 players on the enemy team then this is a useful strategy.

Subject: harvy hideing
Posted by [Anonymous](#) on Wed, 12 Jun 2002 09:42:00 GMT
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Good point. Blow the stinkin thing....

Subject: harvy hideing
Posted by [Anonymous](#) on Wed, 12 Jun 2002 10:15:00 GMT
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better yet, if it's low on HP, plant your c4 on it when you're almost there...then you can place a beacon somewhere and still get the points from the harvey, too.

Subject: harvy hideing
Posted by [Anonymous](#) on Wed, 12 Jun 2002 11:32:00 GMT
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quote:Originally posted by FireSnake:It's a pretty good strategy, lads. But really - if You are in a game full of 36 players, then that strategy would be more like suicide. Then I suggest to BLOW UP the stinking Harvester! But when there are about maximum 6 players on the enemy team then this is a useful strategy.thats why i olny use it when im on nod and am a black hand steth trooper

Subject: harvy hideing
Posted by [Anonymous](#) on Thu, 13 Jun 2002 06:11:00 GMT
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Best one I've seen, and was a victim of, was where the enemy used a tank to trap our harvester against a rock on Under.I was a stealth BH and watched as the enemy tank nudged it into position and left it chewing a rock for the remainder of the game.

Subject: harvy hideing
Posted by [Anonymous](#) on Thu, 13 Jun 2002 17:58:00 GMT
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quote:Originally posted by Beany:Best one I've seen, and was a victim of, was where the enemy used a tank to trap our harvester against a rock on Under.I was a stealth BH and watched as the enemy tank nudged it into position and left it chewing a rock for the remainder of the game. why did you not just push it back with another tank

Subject: harvy hideing
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:45:00 GMT
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Oh man does that suck.

Subject: harvy hideing
Posted by [Anonymous](#) on Tue, 18 Jun 2002 15:58:00 GMT
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If you want to see a cool light show and kill a havester then get a becon and 2 buggy/hummer in cnc:under and have one push the harvy aganst a rock then put it on one side, then put the other one on the other side. run in and set the becon behind the harvy (its on the tiberin field but you wont die from it). then run up the spirl ramp to the vantige point and watch all vehicles blow. it works even better if someone trys to steal on of the buggys/hummers and get himself blown. its a waste of money but it looks cool.

Subject: harvy hideing
Posted by [Anonymous](#) on Tue, 18 Jun 2002 21:56:00 GMT
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about the AGT shoting you I think it only shoots you if it sees you, even the smallest part like a foot can set it off. Just like how it will follow you if you are in a tunnel.

Subject: harvy hideing
Posted by [Anonymous](#) on Tue, 18 Jun 2002 22:13:00 GMT
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it might have been mentioned, but you can use your OWN harvester as cover to escape from YOUR base when it's under siege...The annoying thing is how harvesters don't stop when they encounter a blockage, they just run right through it...and while this is acceptable with infantry, it really pushes all the wrong buttons when your mammoth that needs repairs gets a friendly nudge into the line of fire.

Subject: harvy hideing
Posted by [Anonymous](#) on Thu, 01 Aug 2002 14:38:00 GMT
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thats a good idea

Subject: harvy hideing
Posted by [Anonymous](#) on Fri, 02 Aug 2002 02:13:00 GMT
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I recently tried this tactic and found out which maps it works best on.City is overall the best as you can follow it behind the wall and then quickly turn off at the pp or tib ref.stelth/nuke is the best idea for this tactic.Although it's all or nothing as it sets you back 1400 credits,but can be very rewarding

Subject: harvy hideing
Posted by [Anonymous](#) on Fri, 02 Aug 2002 04:01:00 GMT
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Yep, it's pretty cool when it works. No one ever listens to me either when I say 'DONT ATTACK THE HARVESTER'. Therefore it only works when there aren't that much noobs in the game so the harvester will be left alone. It's not very smart to try it in the beginning because then there is always a lot of infantry near the harvester.
