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Subject: Harvester walking on field

Posted by [spoonyrat](#) on Tue, 27 Jul 2004 17:19:45 GMT

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Harv walking as Nod at the very start of 1v1 field is actually a tactic that I deliberately left out of my strat guide. If you harv walk as an engi immediately, get all your c4 on the AGT and the GDI player DIDN'T kill your harv, flame tank, gg.

Only flaw is if he stops you (e.g. he pistol-kills you in the tunnels), in which case you're kinda screwed.

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