
Subject: Getting to the AGT on Field
Posted by [SuperTech](#) on Thu, 23 Dec 2004 15:16:56 GMT
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Yesterday I finally made it to the AGT on Field using one of the postings on this subforum! I could swear before that if you run into the back of the harvester you would die, but it seems that is not the case anymore. Maybe CP1 fixes that (can anyone confirm what I am saying?). Any ways, it was beautiful. I deployed my nuke between the pole and the AGT and threw my timed C4. Then someone spotted me. So I kept running around the AGT eating time. Then the hotwire got me....and a few seconds later my timed C4 got him and boom, up went the AGT.

I loved it! The only problem with this tactic is that your teammates will usually blow the harvester before you can use it for cover.

Subject: Getting to the AGT on Field
Posted by [Spoony_old](#) on Sat, 25 Dec 2004 18:11:02 GMT
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If your team is working in co-ordination, you would realise it is almost always a better idea to destroy it rather than let it live.

You obviously only play against disorganised opposition.

Subject: Getting to the AGT on Field
Posted by [SuperTech](#) on Sat, 25 Dec 2004 18:39:02 GMT
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Has anyone tried using the harvey as cover to get to NOD's PP on City? I tried it yesterday and I was getting those red warning circles, but I was not losing any health. Then suddenly I was killed (I'm guessing obselik?).

Subject: Getting to the AGT on Field
Posted by [GoArmy44](#) on Sat, 25 Dec 2004 22:53:56 GMT
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isn't harvy walking banned on some servers?

Subject: Getting to the AGT on Field
Posted by [SuperTech](#) on Sun, 26 Dec 2004 00:34:55 GMT
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Not that I've seen, although hothead35 banned me for "harvey blocking" on st0rmhosting's server.

Lame!

Subject: Getting to the AGT on Field
Posted by [GoArmy44](#) on Sun, 26 Dec 2004 06:25:11 GMT
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Quote: banned me for "harvey blocking"
lol, thats a whole other descussion

Subject: Getting to the AGT on Field
Posted by [codemancq](#) on Sun, 26 Dec 2004 11:11:18 GMT
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i harvy block sometimes, but usally, ill just stick some c4 on the back of my harvy to stop that from happening

Subject: Getting to the AGT on Field
Posted by [flyingfox](#) on Sun, 26 Dec 2004 21:17:46 GMT
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On an unlimited time server the tactics change highly. Gaining points means nothing! destroying the harvester on an unlimited time server won't do jack except force your enemy less funds. But unless you attack, they will keep gaining funds and keep earning money for vehicles. a game with no purpose is no game...harvester walking on the other hand attacks the purpose of the game. if there's one thing I can't stand it's people who completely ignore you when you tell them not to attack the harvester, and keep on attacking it.

Subject: Getting to the AGT on Field
Posted by [Deathgod](#) on Tue, 28 Dec 2004 01:34:26 GMT
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SuperTechHas anyone tried using the harvey as cover to get to NOD's PP on City? I tried it yesterday and I was getting those red warning circles, but I was not losing any health. Then suddenly I was killed (I'm guessing obselik?).

It's somewhat tricky. You can make the ref pretty easy though. In fact you can walk into every Nod building on that map, that's why I <3 City.

Subject: Getting to the AGT on Field
Posted by [Spoony_old](#) on Tue, 28 Dec 2004 01:57:36 GMT

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flyingfoxif there's one thing I can't stand it's people who completely ignore you when you tell them not to attack the harvester, and keep on attacking it.
It's not hard to turn that argument on its head.

It's also annoying to get some idiot intent on harv walking which you already know he won't succeed in, when instead he could use his C4 to finish off the harvy since you're only an engi at the time...

Subject: Getting to the AGT on Field
Posted by [Spoony_old](#) on Tue, 28 Dec 2004 03:37:42 GMT
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The issue is not points, the issue is you cripple their money so they don't have tanks, that way they are less likely to stop you raping their base.

Subject: Getting to the AGT on Field
Posted by [jjkuby](#) on Tue, 28 Dec 2004 19:00:11 GMT
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You can harvey walk in city to the nod pp and refinery without dying, it is all about timing and when to run. I also like to use a stank to do this to gdi on almost any map, you may not make it all the way in to the base but you take a lot less damage following the harvey.

Subject: Getting to the AGT on Field
Posted by [flyingfox](#) on Wed, 29 Dec 2004 03:01:45 GMT
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Spoonyflyingfoxif there's one thing I can't stand it's people who completely ignore you when you tell them not to attack the harvester, and keep on attacking it.
It's not hard to turn that argument on its head.

It's also annoying to get some idiot intent on harv walking which you already know he won't succeed in, when instead he could use his C4 to finish off the harvy since you're only an engi at the time...

True but that's early game, not the same as when you have vehicles shooting it. I've even had stupid little kiddies taking advantage and destroying the harvester just to spite me. Of course, they don't stay in the game long. Also on Field, people often think the nuclear beacon will be at the refinery or barracks, and if there are people hanging out there the hotties might forget about the beacon when they don't find it near those little rocks.

Subject: Getting to the AGT on Field
Posted by [Spoony_old](#) on Wed, 29 Dec 2004 16:32:58 GMT
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flyingfoxTrue but that's early game, not the same as when you have vehicles shooting it.
read my other post about tanks

Subject: Getting to the AGT on Field
Posted by [Deathgod](#) on Thu, 30 Dec 2004 05:32:29 GMT
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jjkubyYou can harvey walk in city to the nod pp and refinery without dying, it is all about timing and when to run.

DeathgodIn fact you can walk into every Nod building on that map, that's why I <3 City.

Subject: Getting to the AGT on Field
Posted by [GoArmy44](#) on Thu, 30 Dec 2004 07:19:31 GMT
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i was just in a game where a sbh harvy walked into the gdi refinery, for some reason the front of the ref was mined so he had no luck getting through
