

---

Subject: Morons with Mines and harv walking on under...

Posted by [EatMyCar](#) on Fri, 08 Apr 2005 22:55:03 GMT

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

---

Ah. morons are so much fun. yesterday,i was playing XpHaze(sp?) 10 Inf Only. Map was Gobi. GDI lost the Ref(or PP),and we had a bunch of hotties around,placing mines at the front entrances(irony,Nod had no trouble making it pas this 'pr0' strategy.). so i yelled 'Mine the bloody buildings! not the entrance'. and all i hear are 'STFU N00B' and comments and such. till eventually,somebody !forcerg's me. turns out RG wasent working well that day,so they kicked me,all because i said there little 'pr0' mining plan sucked. wtf is up with mining these days? most people suck at it...

Also,is harv walking on under even Possible?! i tried it in the tutorial to test for Nod. both times with a Mendoza,then as a chem troop,i was gutted alive by the AGT. i was following it's back..(duh),assuming the AGT could hit from the sides,and it apparently is psychic or something. left me dead.

---

---

Subject: Morons with Mines and harv walking on under...

Posted by [Deathgod](#) on Fri, 08 Apr 2005 23:22:51 GMT

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

---

Harwalking on Under is both attainable and rather easy in fact. The trick is moving to the side of the harvy once you approach the AGT as it can hit the back but not the left side after you get close to the building. Once you're past it stay towards the front left side of the harvester. I think you can dive in front of it after a certain point, in fact.

---

---

Subject: Morons with Mines and harv walking on under...

Posted by [jaguar163](#) on Sun, 10 Apr 2005 09:09:18 GMT

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

---

Lol if you'd tried, you can actually sneak a raveshaw to the barracks(in city) by the main way(the route beneath the bridge) you can actually get to the metal thingy and then run to the barracks.

---

---

Subject: Morons with Mines and harv walking on under...

Posted by [punkun21](#) on Mon, 11 Apr 2005 07:44:41 GMT

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

---

Only if gdi are absolute morons and don't notice the AGT shooting at a little sneak.

---

---

Subject: Morons with Mines and harv walking on under...

Posted by [Spoony\\_old](#) on Mon, 11 Apr 2005 09:32:03 GMT

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

---

punkun21Only if gdi are absolute morons and don't notice the AGT shooting at a little sneak. well, yeah... the whole thing about stuff like harv walking is the assumption that your opposition sucks, wouldn't work against an organised opponent.

---

---

Subject: Morons with Mines and harv walking on under...

Posted by [Jzinsky](#) on Mon, 11 Apr 2005 17:22:23 GMT

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

---

Well, it's that rare that someone tries it I fell for it. I thought the agt was having a spaz attack shooting at the harvy. I didn't see any sbh walking behind it...

---

---

Subject: Morons with Mines and harv walking on under...

Posted by [jaguar163](#) on Tue, 12 Apr 2005 06:16:39 GMT

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

---

you can actually sneak by the harvy without the agt shooting it if you stay close to it and dont reveal even one bit

---

---

Subject: Morons with Mines and harv walking on under...

Posted by [ghostSWT](#) on Tue, 12 Apr 2005 07:56:00 GMT

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

---

i harvy walk all the time on city flying, and under, and mesa, the only map that agt sometimes shoots at me(harvy) is mesa and even then most of the time they think it's shooting the nod harvy.

city flying = bar, pp, ref, wf (agt will not shot 1 shot)

under = agt, wf, ref (agt will not shot 1 shot) then you can run to pp then bar. but the agt will take 1/2 of sbh life.

---

---

Subject: Morons with Mines and harv walking on under...

Posted by [flyingfox](#) on Tue, 12 Apr 2005 21:08:11 GMT

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

---

What game have you people been playing...don't you know that you only harv walk once the base defenses are DOWN?

---

---

Subject: Morons with Mines and harv walking on under...

Posted by [matty3k10](#) on Tue, 12 Apr 2005 21:55:06 GMT

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

---

In the infantry only (on xphaze atleast) the mines are much stronger they can kill someone with only 3 mines and seeing how in the infantry GDI and NOD both have SBH's it is best to keep them out of the base to prevent beacons.

---

---

Subject: Morons with Mines and harv walking on under...  
Posted by [CackBoy26](#) on Tue, 12 Apr 2005 23:17:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

flyingfoxWhat game have you people been playing...don't you know that you only harv walk once the base defenses are DOWN?

If the AGT is down you don't need to harvwalk, smart guy.

---

---

Subject: Morons with Mines and harv walking on under...  
Posted by [stealthkiller](#) on Wed, 13 Apr 2005 01:41:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think (and hope) he's joking.

---

---

Subject: Morons with Mines and harv walking on under...  
Posted by [flyingfox](#) on Wed, 13 Apr 2005 02:37:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

CackBoy26flyingfoxWhat game have you people been playing...don't you know that you only harv walk once the base defenses are DOWN?

If the AGT is down you don't need to harvwalk, smart guy.

no u

---

---

Subject: Morons with Mines and harv walking on under...  
Posted by [Deathgod](#) on Wed, 13 Apr 2005 04:28:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Everyone points out the easy walks... it takes huge balls to walk a chem on Hourglass. Never really works but it is funny nonetheless, good thing to do if you're bored.

On that note, harv walking on Field is always fun.

---

---

Subject: Morons with Mines and harv walking on under...

---

Posted by [flyingfox](#) on Wed, 13 Apr 2005 12:56:43 GMT

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

---

there isn't much point in walking it on hourglass because there are always people in the base, and it's difficult to get anywhere except the AGT using it when there's lag

---