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Subject: Harvester tactic

Posted by [Anonymous](#) on Tue, 23 Jul 2002 13:10:00 GMT

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I remember once as GDI on Field the harvester got knocked off track by one of our Mamnoths in the base, and ran into the pole by the side of the AGT. It got stuck behind there and it took quite a bit of effort to knock it back using a medium tank. The problem was that it needed to be nudged FROM the AGT side, and there isn't really room to get at it. So in principle, diverting the enemy harvester should work, if you can find something to run it into.

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