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Subject: WHAT IS WITH THE HARVESTER??

Posted by [Anonymous](#) on Sun, 31 Mar 2002 05:38:00 GMT

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It is a fair tactic, not a very honorable one but it's fair.P.S There is one map (don't remember which one) that the Nod's harvester always get stuck in a wall and I mean ALWAYS and even if you get him outta there he'll still be stuck next to the Hand of Nod and one of the turrets...That is just plain lame since GDI has an advantage because of it

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