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Subject: Getting to the AGT on Field

Posted by [flyingfox](#) on Wed, 29 Dec 2004 03:01:45 GMT

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Spoonyflyingfox 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.

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.

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