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Subject: The Humm-vee

Posted by [Anonymous](#) on Sat, 18 May 2002 22:12:00 GMT

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The only map where I've found the Hummer to have any tactical use is in Field and City, where you can not only do extra damage to the enemy harvester, but also provide quite efficient close fire support against those on Nod trying to destroy your Harv. The Hummer/Buggy is incredible for quick assaults on non-Ob/AGT maps, but I've found that on those maps even the most disorganized of teams does kinda set up even a p\*ss-poor defense against vehicular incursions. Gimme a medium tank anyday - it can take three Ob shots (barring other fire) before dying and if you need more than 2 hotwires or one escort to blow a building, you're doing something wrong.

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