
Subject: Re: Sweet anti hill camp strat

Posted by [Dr. Lithius](#) on Sun, 15 Jan 2006 23:59:55 GMT

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Alright. Seeing as this topic, like so many others, has hit the point of no return, I'm going to go ahead and post this.

How to Defend Against Hill Campers on C&C_Hourglass.MIX Without Breaking a Sweat Save up and/or earn either 500 or 1,000 Credits.

Purchase either a Sniper or a Ramjet Sniper.*

Walk to the very back of your base.

Aim, fire, reload, repeat. A few shots will usually drive away most intelligent Hill Campers.*** = "Sniper Units" are Deadeye, the Black Hand Sniper; "Ramjet Sniper Units" are Havoc and Sakura.

** = Two things. Firstly, if the hill camper is anything but an Mobile Rocket Launching System truck or Mobile Artillery truck, don't bother. Your rifle won't do squat in damage against vehicles with heavier armor. Period. Besides, the likelihood of you finding a GDI Medium Tank calmly tearing up your Obelisk of Light is fairly low. Even lower is the idea of a Light Tank taking down an Advanced Guard Tower.(It's possible if you can get your vehicle wedged on a rock just right.) Otherwise, nothing else can hit anything from up there.(But try telling that to most people and they'll ignore you. Idjits... >_>)

The second thing is simply that, as I said, this will work on most intelligent people. However, if someone wants to stick around until their vehicle explodes, take advantage of that. This is especially amusing when people claim that someone is cheating when their vehicle "unexpectedly explodes" out of the blue. :3

Edit: After thorough testing, I added in the ideas of Light and Medium Tanks being used against base defenses. Thanks, mrpirate!
