
Subject: Re: Sweet anti hill camp strat

Posted by [Sniper_De7](#) on Mon, 16 Jan 2006 21:24:31 GMT

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Except for the part where if you killed them you'd be able to shoot at their buildings and you'd be able to keep the hill. Besides a guy could just repair himself easily and keep shooting. Not to mention, if you had a tank and there were tanks coming instead of artys/mrls your 1000 dollar character is absolutely useless. (don't bother with 500 dollar sniping artys/mrls that's an even more complete waste of time) At least buying tanks (which not a lot of people seem to want to do) you can destroy the tank and stop them from coming up and shooting your buildings (and you can check if they're buying tanks and what tanks or if they're rushing) and if they did decide to rush with tanks you'd be able to do a difference. Now that compared to some guy sitting in the back shooting at artys (could even be a teched art making it useless to shoot at him) I'll stick with being a useful teammate
