
Subject: Re: Sweet anti hill camp strat

Posted by [Sniper_De7](#) on Wed, 18 Jan 2006 16:31:59 GMT

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initiates forum gaming sequence

De7 buys med tank before runewood has enough points to buy a PIC. De7 decides to go on the hill and continue shooting at the Hand of Nod and killing vehicles the entire game just to spite runewood.

Runewood is able to buy a pic and decides to wonder where to go with his useless PIC. He then tries going left to find there's nothing there for him to shoot at - so he walks to the right side of the map and there's an arty that was too stupid (for the sake of argument) to repair against the pic and the arty died. With nothing left for runewood to do he goes back to his base and decides to refill. Rinse and repeat.

Meanwhile, Nod's been having to repair constantly as De7 continues to rack up points - be able to tell what tanks are going where - and how many tanks they have.

Runewood soon finds out that he isn't doing anything compared to what De7 is doing and decides to get a sniper and waste his time away in the tunnel.

Apart from all this, the point didn't have anything to do with buying a PIC in the first place - I said it's better to buy a tank than to waste away at the back of your base shooting an arty constantly that can, at the swift few movements, be covered by a small rock only for the sniper to have to travel a whole building's length to be able to resume shooting at the arty. While if you had bought a med tank you would stop the arty from pointwhoring and in return you could do the exact same thing right back at them, getting the points your team had lost.
