
Subject: Re: Sweet anti hill camp strat

Posted by [Sniper_De7](#) on Sat, 21 Jan 2006 18:07:59 GMT

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runewood wrote on Sat, 21 January 2006 11:31ok, if 1 med tank on hill is godly and you can get 400000000 points before they drive you away then why doesnt gdi just get 4-5 med tanks and ph nod to death?

by the by, its sad that you tested all that sstuff.

You forgetting that most people will retreat when they get shot by 4 sbhs, full health or not.

"Why doesn't GDI just get 4-5 med tanks" Truth be told I don't know why, you're in a better position than I am to ask why they don't want to buy med tanks when they're superior to any infantry

Ex. What's better? 4 med tanks or 4 Raveshaws? 4 med tanks.

Furthermore 4-5 med tanks can't really be on the hill at the same time and not get in eachothers way so it'd be pretty stupid to have all of them on the hill. (Kind of like 4 sbhs) 4 sbhs shooting at me would be pretty easy. Yeah I guess the average person couldn't hold against it but that doesn't mean anything. The average person doesn't lose against buggys and humvees but they do sometimes.
