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Subject: Re: Sweet anti hill camp strat

Posted by [Dr. Lithius](#) on Sat, 21 Jan 2006 21:03:44 GMT

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runewood wrote on Sat, 21 January 2006 09:31ok, 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?Oh, I can answer that. Simply put, there's only one or two spots on the hill that a Medium Tank can actually camp without "waking up" the Obelisk of Light; there's only a couple places where a Medium Tank can continually take pot-shots at the Obelisk without it firing back.

Simple as that.

Sniper\_De7 wrote on Sat, 21 January 2006 11:07The average person doesn't lose against buggys and humvees but they do sometimes.

I'm assuming you mean something like a Tank vs. a Humm-Vee as it's rare, at least when I play, that in a battle of Infantry vs. a Humm-Vee/Buggy, the victor is infantry.(Though I can fully admit to obliterating random Humm-Vees as a Chem Sprayer. They were quite distracted, though.)

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