
Subject: A few fun strategies.

Posted by [frijud](#) on Fri, 31 Oct 2003 20:38:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

A second hourglass trick that works from time to time. This only works for GDI.

When a tank (light, flame or stank) is at the top of the hill, when they take damage, they will retreat down the hill alittle, get out and repair. If you have a \$1000 character, when the tank is almost compleatly repaired, run down the hill towards the tank. The obe will shoot you, often you can make it to the tank before the obe shoots again.

Hop in the newly repaired tank and drive back over the hill to the GDI base. THe obe will usually shoot you on the way (this is why this doesn't work with the mob. art) but you can make it.

The next thing you see in all chat is "WTF, who game them a flame tank!".

I had this done to me once, and sence then I have done it dozens of times.
