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Subject: Hourglass

Posted by [Ren Sizzlefab](#) on Tue, 11 Mar 2003 22:53:13 GMT

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AnlesaukIf the other team is pounding your Ref. from the hill, like they allways do, let the ref go! Don't keep repairing it! You really don't need it becasue you can get plenty of credits due to the massive amount of tanks that are easy to do damage to in this game. This takes away another engie from your team that can be used to help take out their tanks at the hill top, or defend your tanks as they blast away at the other team's Ref. I have had many a game where our side was losing in points, we had a good base defense, but the other team kep taking the hill and blasting the Ref. We would let the ref go, they would have no way to gain camping points, and by th end of the game we won by point lead. If your ref is gone, they will try and come in from the side and camp or closer over the hill to get other buildings, and you can use infantry or your tanks to chew them up! Try it, you'll like it.

That's a wimpy way out. You can get more points taking out the campers on the hill, plus it means they have less vehicles to rush with as the point wh0res are using up vehicles trying to camp. It only takes two high end characters to keep the hill clear of everything. Try it, your team mates will like it

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