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Subject: Sweet anti hill camp strat  
Posted by [runewood](#) on Sun, 18 Dec 2005 21:03:06 GMT  
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Ok, when they have an Arty or MRL on hill shooting ref and you want to let it die, I know what to do. Shoot the Arty/MRL till it dies or leaves. That help anyone?

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Subject: Re: Sweet anti hill camp strat  
Posted by [karmai](#) on Sun, 18 Dec 2005 23:46:56 GMT  
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um,.. okay

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Subject: Re: Sweet anti hill camp strat  
Posted by [JeepRubi](#) on Mon, 19 Dec 2005 02:38:06 GMT  
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There are two reasonable strategies,

- 1.) Shoot them before they kill your ref.
- 2.) Try to repair your base.

Its fairly simple.

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Subject: Re: Sweet anti hill camp strat  
Posted by [runewood](#) on Mon, 19 Dec 2005 13:41:18 GMT  
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I agree. Its funny to see poeple say let ref die when no one even shoots the thing on the hill.

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Subject: Re: Sweet anti hill camp strat  
Posted by [Dave Mason](#) on Mon, 19 Dec 2005 19:22:18 GMT  
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runewood wrote on Sun, 18 December 2005 21:03Ok, when they have an Arty or MRL on hill shooting ref and you want to let it die, I know what to do. Shoot the Arty/MRL till it dies or leaves. That help anyone?

Teh be5t strat evar!

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Subject: Re: Sweet anti hill camp strat  
Posted by [MrWiggles](#) on Mon, 19 Dec 2005 20:21:03 GMT  
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it seems so obvious, a vehicle is attacking your building, you kill it. thanks a lot runewood, have you considered publishing any of your work?

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Subject: Re: Sweet anti hill camp strat  
Posted by [Jaspah](#) on Mon, 19 Dec 2005 20:22:26 GMT  
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You people would be amazed at what some people do.

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Subject: Re: Sweet anti hill camp strat  
Posted by [runewood](#) on Tue, 20 Dec 2005 00:42:49 GMT  
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MrWiggles wrote on Mon, 19 December 2005 14:21it seems so obvious, a vehicle is attacking your building, you kill it. thanks a lot runewood, have you considered publishing any of your work?

Id love to but no one who plays ren would read it.

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Subject: Re: Sweet anti hill camp strat  
Posted by [Dave Mason](#) on Tue, 20 Dec 2005 01:09:22 GMT  
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runewood wrote on Tue, 20 December 2005 00:42MrWiggles wrote on Mon, 19 December 2005 14:21it seems so obvious, a vehicle is attacking your building, you kill it. thanks a lot runewood, have you considered publishing any of your work?

Id love to but no one who plays ren would read it.

God you're an idiot.

---

Subject: Re: Sweet anti hill camp strat  
Posted by [ghost](#) on Tue, 20 Dec 2005 01:19:06 GMT  
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you forgot one...

BAN!

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Subject: Re: Sweet anti hill camp strat  
Posted by [runewood](#) on Tue, 20 Dec 2005 14:23:44 GMT  
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DJM wrote on Mon, 19 December 2005 19:09runewood wrote on Tue, 20 December 2005 00:42MrWiggles wrote on Mon, 19 December 2005 14:21it seems so obvious, a vehicle is attacking your building, you kill it. thanks a lot runewood, have you considered publishing any of your work?

Id love to but no one who plays ren would read it.

God you're an idiot.

Apparently not since I figured out how to kill hill campers while 98% of everyone else didn't.

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Subject: Re: Sweet anti hill camp strat  
Posted by [Dave Mason](#) on Tue, 20 Dec 2005 15:48:35 GMT  
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You also seem to have neglected the fact that any half-wit when being attacked atop that hill will go back and repair.

And for the record, my last statement was with regards to the sarcasm that completely went over the top of your head.

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Subject: Re: Sweet anti hill camp strat  
Posted by [karmai](#) on Tue, 20 Dec 2005 16:14:24 GMT  
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you shouldnt let the ref die unless the game is almost over.. if you let it die too early you're fucked

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Subject: Re: Sweet anti hill camp strat  
Posted by [runewood](#) on Tue, 20 Dec 2005 21:51:15 GMT  
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DJM wrote on Tue, 20 December 2005 09:48You also seem to have neglected the fact that any half-wit when being attacked atop that hill will go back and repair.

And for the record, my last statement was with regards to the sarcasm that completely went over the top of your head.

Thats why you c4 it or shoot it when it comes back.

I did note the sarcasm and responded with my own.

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Subject: Re: Sweet anti hill camp strat  
Posted by [Dave Mason](#) on Wed, 21 Dec 2005 01:20:41 GMT  
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Most people try to c4 the arts and shoot them anyway. It's like saying a good strategy to stop c4 blowing up your buildings is to disarm it..... duh!

---

Subject: Re: Sweet anti hill camp strat  
Posted by [karmai](#) on Wed, 21 Dec 2005 03:26:36 GMT  
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heres a thought. kill the arts!111!!one

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Subject: Re: Sweet anti hill camp strat  
Posted by [Spoony\\_old](#) on Wed, 21 Dec 2005 18:31:47 GMT  
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it sounds so obvious, but the fact remains that 99% of publicserver "pros" don't know it. One arty hitting the WF on Field, "OMFG LET THE WF DIE WE WILL LOSE IF WE DON'T!" jeez, it isn't hard to kill one arty, a single med can do it.

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Subject: Re: Sweet anti hill camp strat  
Posted by [MrWiggles](#) on Wed, 21 Dec 2005 20:24:13 GMT  
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Spoony wrote on Wed, 21 December 2005 12:31it sounds so obvious, but the fact remains that 99% of publicserver "pros" don't know it. One arty hitting the WF on Field, "OMFG LET THE WF DIE WE WILL LOSE IF WE DON'T!" jeez, it isn't hard to kill one arty, a single med can do it. tell that to the n00bs who lose their teched mammals to me on hourglass.

---

Subject: Re: Sweet anti hill camp strat  
Posted by [Lijitsu](#) on Wed, 21 Dec 2005 21:33:09 GMT  
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MrWiggles wrote on Wed, 21 December 2005 15:24Spoony wrote on Wed, 21 December 2005 12:31it sounds so obvious, but the fact remains that 99% of publicserver "pros" don't know it. One arty hitting the WF on Field, "OMFG LET THE WF DIE WE WILL LOSE IF WE DON'T!" jeez, it isn't hard to kill one arty, a single med can do it. tell that to the n00bs who lose their teched mammals to me on hourglass.

1. How did GDI get a Technician?
  2. How did you get an Artillery on GDI, if GDI doesn't have a Technician.
  3. If GDI doesn't have a Technician: Who gave Nod a Mammoth?
-

Subject: Re: Sweet anti hill camp strat  
Posted by [Sniper\\_De7](#) on Wed, 21 Dec 2005 21:48:25 GMT  
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it's not like you've never used ob/stank/lt/ft/WF or anything before. Teched is just another one used for saying something is being repaired by a technician or hotwire. At least I knew this for about 2 years...

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Subject: Re: Sweet anti hill camp strat  
Posted by [Lijitsu](#) on Wed, 21 Dec 2005 21:59:15 GMT  
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Sniper\_De7 wrote on Wed, 21 December 2005 16:48it's not like you've never used ob/stank/lt/ft/WF or anything before. Teched is just another one used for saying something is being repaired by a technician or hotwire. At least I knew this for about 2 years...  
I never used "lt" or "ft" at all. Usually whenever I scout I put in exactly what I see, only shortening it if I have to. Stank, Flamer, Light Tank(Can't really shorten that one), APC, Mammy, Medium. That's usually all the unit abbreviations I use. Well, those and SBH and Harvy. Other than that, I don't abbreviate units.

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Subject: Re: Sweet anti hill camp strat  
Posted by [runewood](#) on Wed, 21 Dec 2005 23:42:33 GMT  
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Mammy < most things on hill

Rav or sid on hill > most tanks

---

Subject: Re: Sweet anti hill camp strat  
Posted by [Sniper\\_De7](#) on Thu, 22 Dec 2005 01:07:25 GMT  
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Lijitsu wrote on Wed, 21 December 2005 16:59Sniper\_De7 wrote on Wed, 21 December 2005 16:48it's not like you've never used ob/stank/lt/ft/WF or anything before. Teched is just another one used for saying something is being repaired by a technician or hotwire. At least I knew this for about 2 years...  
I never used "lt" or "ft" at all. Usually whenever I scout I put in exactly what I see, only shortening it if I have to. Stank, Flamer, Light Tank(Can't really shorten that one), APC, Mammy, Medium. That's usually all the unit abbreviations I use. Well, those and SBH and Harvy. Other than that, I don't abbreviate units.

lt being light tank - ft being flame tank obviously there's more than one way you can shorten it. I'm

just saying that you do know there are people who use shortened terms for things and "teched" is one of them. I'm not saying necessarily that you know all of them. I was just giving examples. Saying, "armoured personnel carrier rush incoming!" is a lot longer and more time consuming than saying, "apc's inc". I'd have to say that unless you haven't played a lot of clanwars in however long than you would probably not know teched. To be honest it probably termed `teched' just because you see it more often people repairing arties than anything on GDI because it's pretty stupid unless you lost a med tank and then couldn't afford another

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Subject: Re: Sweet anti hill camp strat  
Posted by [SCOTT9](#) on Fri, 23 Dec 2005 20:17:09 GMT  
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killing hill attackers is not as easy as it looks ya cant just shoot at em for ages ya have to be quick and use the element of suprise to your advantage

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Subject: Re: Sweet anti hill camp strat  
Posted by [Lijitsu](#) on Fri, 23 Dec 2005 20:29:49 GMT  
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SCOTT9 wrote on Fri, 23 December 2005 15:17killing hill attackers is not as easy as it looks ya cant just shoot at em for ages ya have to be quick and use the element of suprise to your advantage  
You sir, spout obvious facts.

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Subject: Re: Sweet anti hill camp strat  
Posted by [runewood](#) on Fri, 23 Dec 2005 20:45:33 GMT  
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In a land where facts are bad, every fact muct be stated.

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Subject: Re: Sweet anti hill camp strat  
Posted by [Dr. Lithius](#) on Sun, 15 Jan 2006 23:59:55 GMT  
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Alright. Seeing as this topic, like so many others, has hit the point of no return, I'm going to go ahead and post this.

How to Defend Against Hill Campers on C&C\_Hourglass.MIX Without Breaking a SweatSave up and/or earn either 500 or 1,000 Credits.

Purchase either a Sniper or a Ramjet Sniper.\*

Walk to the very back of your base.

Aim, fire, reload, repeat. A few shots will usually drive away most intelligent Hill Campers.\*\*\* =

"Sniper Units" are Deadeye, the Black Hand Sniper; "Ramjet Sniper Units" are Havoc and Sakura. \*\* = Two things. Firstly, if the hill camper is anything but an Mobile Rocket Launching System truck or Mobile Artillery truck, don't bother. Your rifle won't do squat in damage against vehicles with heavier armor. Period. Besides, the likelihood of you finding a GDI Medium Tank calmly tearing up your Obelisk of Light is fairly low. Even lower is the idea of a Light Tank taking down an Advanced Guard Tower.(It's possible if you can get your vehicle wedged on a rock just right.) Otherwise, nothing else can hit anything from up there.(But try telling that to most people and they'll ignore you. Idjits... >\_>)

The second thing is simply that, as I said, this will work on most intelligent people. However, if someone wants to stick around until their vehicle explodes, take advantage of that. This is especially amusing when people claim that someone is cheating when their vehicle "unexpectedly explodes" out of the blue. :3

Edit: After thorough testing, I added in the ideas of Light and Medium Tanks being used against base defenses. Thanks, mrpirate!

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Subject: Re: Sweet anti hill camp strat  
Posted by [mrpirate](#) on Mon, 16 Jan 2006 00:04:32 GMT  
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You can hit the Hand of Nod and Obelisk with a Medium Tank from the hill in Hourglass.

---

Subject: Re: Sweet anti hill camp strat  
Posted by [Sniper\\_De7](#) on Mon, 16 Jan 2006 16:07:36 GMT  
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You can buy snipers if you don't want to kill anything and just keep damaging them over and over (unless they're stupid and don't repair) Or you could buy a tank and kill them instead. Whichever.

---

Subject: Re: Sweet anti hill camp strat  
Posted by [Dr. Lithius](#) on Mon, 16 Jan 2006 20:24:05 GMT  
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Who cares about destroying them for good? If you're the only person keeping your Refinery(or other things) safe from the light-armored vehicles, you don't really have time for it. Pushing them back temporarily and keeping them pinned is just as good as destroying them.

---

Subject: Re: Sweet anti hill camp strat  
Posted by [Sniper\\_De7](#) on Mon, 16 Jan 2006 21:24:31 GMT  
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Except for the part where if you killed them you'd be able to shoot at their buildings and you'd be

able to keep the hill. Besides a guy could just repair himself easily and keep shooting. Not to mention, if you had a tank and there were tanks coming instead of artys/mrls your 1000 dollar character is absolutely useless. (don't bother with 500 dollar sniping artys/mrls that's an even more complete waste of time) At least buying tanks (which not a lot of people seem to want to do) you can destroy the tank and stop them from coming up and shooting your buildings (and you can check if they're buying tanks and what tanks or if they're rushing) and if they did decide to rush with tanks you'd be able to do a difference. Now that compared to some guy sitting in the back shooting at artys (could even be a teched art making it useless to shoot at him) I'll stick with being a useful teammate

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Subject: Re: Sweet anti hill camp strat  
Posted by [Dr. Lithius](#) on Mon, 16 Jan 2006 22:12:33 GMT  
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Bah. You play your way, I'll play mine. Afterall, I play for fun and for technical data! Not to dominate an ancient game no one who matters cares about. =P

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Subject: Re: Sweet anti hill camp strat  
Posted by [Sniper\\_De7](#) on Mon, 16 Jan 2006 23:40:22 GMT  
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Hi. I'm looking for tips on how to play a game for fun? I heard you can have fun by sitting in a scope shooting at a vehicle for hours on end is fun? Is it true?

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Subject: Re: Sweet anti hill camp strat  
Posted by [runewood](#) on Tue, 17 Jan 2006 00:16:29 GMT  
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Better then standing there with a rep gun for 30 mins.

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Subject: Re: Sweet anti hill camp strat  
Posted by [Sniper\\_De7](#) on Tue, 17 Jan 2006 00:26:42 GMT  
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...It's the exact same thing, though the scenery might be better. I mean who doesn't like sweet night vision scoped in the middle of the day and on a vehicle no less. preferably, the MCT is more interesting or even the repair beams.  
Anyways, someone \*has\* to repair it eventually. I'm just saying it's more useful (for yourself and your team) to buy a tank.

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Subject: Re: Sweet anti hill camp strat  
Posted by [runewood](#) on Wed, 18 Jan 2006 16:09:39 GMT  
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You buy tank, i buy sid, we see who gets more points.

---

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 arguement) 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.

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Subject: Re: Sweet anti hill camp strat  
Posted by [MrWiggles](#) on Wed, 18 Jan 2006 20:10:45 GMT  
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de7 knows what hes talking about... you guys dont.

---

Subject: Re: Sweet anti hill camp strat  
Posted by [Dr. Lithius](#) on Thu, 19 Jan 2006 01:53:16 GMT  
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Suck-up.

But as I said, I'll play the game how I want and not worry about what everyone else does. I'm usually there to distract and deture, not to demolish. Provided my team is smart enough to do anything remotely helpful, I mean.(You'd be surprised...or maybe you wouldn't...at how often you get stuck on a team of morons in certain servers.)

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Subject: Re: Sweet anti hill camp strat  
Posted by [Sniper\\_De7](#) on Thu, 19 Jan 2006 02:05:34 GMT  
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Dr. Lithius wrote on Wed, 18 January 2006 20:53at how often you get stuck on a team of morons in certain servers.)

more-so than you know

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Subject: Re: Sweet anti hill camp strat  
Posted by [Kamuix](#) on Thu, 19 Jan 2006 06:21:35 GMT  
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I've got stuck with alot of morons in servers. For some reason i seem to fit right in with them!!!

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Subject: Re: Sweet anti hill camp strat  
Posted by [Dr. Lithius](#) on Thu, 19 Jan 2006 12:30:41 GMT  
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Well, lemme refine my definition a little. Basically, it seems that a lot of the times, I get stuck sided with people who buy Level 3 units only(and generally the Ramjet riflemen as opposed to the Energy Weaponry users), no one mines anywhere, and in the end, we get demolished by infantry within five minutes. Inversely, sometimes both teams are so smart, we get stuck endlessly in certain maps that are really irritating to play on in Marathon, such as Sand and Hourglass. Oh, and Under.(But that's just my opinion.)

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Subject: Re: Sweet anti hill camp strat  
Posted by [runewood](#) on Thu, 19 Jan 2006 22:41:40 GMT  
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Med tank, meet 4 sbhs, you die before you can farm hand. Or you go back, heal, try other side and get 2 shots off before sbh own you. I go on hill with sid and shoot stanks/arty/harvey/snipers. You give them points, i give us points.

---

---

Subject: Re: Sweet anti hill camp strat  
Posted by [Sniper\\_De7](#) on Thu, 19 Jan 2006 23:45:31 GMT  
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runewood wrote on Thu, 19 January 2006 17:41Med tank, meet 4 sbhs, you die before you can farm hand. Or you go back, heal, try other side and get 2 shots off before sbh own you. I go on hill with sid and shoot stanks/arty/harvey/snipers. You give them points, i give us points.

What the deuce?

1. Why in God's name would Nod have 4 sbhs, least of ways be going on the hill?
  2. How would i die before i "farm" the hand? it would take at least about 400 shots (that's a full load for each sbh) to take me down... meaning I have about, Oh, i'll just guess 20-30 seconds to fall back behind the hill even if i didn't feel I could take them on easily. (and try to put c4 on me, I'd only be able to see a sbh before you got close enough to me anyways...) I really am not getting your SBH killing tanks in few hits strategy, what is this final renegade? I'll go so much as to say I'd never lose a med tank before SBHs alone could get it.
  3. On the other hand, would you be able to take on 4 sbhs with your pic? I mean if they royally sucked I might see how. But before you even got 4 shots off you should be dead (It only takes like 7 headshots and 4 sbhs should be able to do that) I fail to see how a med tank can't shoot stanks/artys/(harvester?)/snipers anymore than a PIC could - the only difference being that after the harv leaves (and by the way I'm pretty sure it's impossible to kill a full harv with a Pic before it has to return. So you'd basically have to wait till it unloads and come back with half health so you're able to kill it) The med tank could then begin whoring off the hand. Really, though - how on earth is SBHs going to stop a med tank from pointwhoring? if they were that good I would suggest Nod to use them in field since 4 can apparently take out med tanks without question.
  4. Just for spite, I'll keep my health below half the entire time so taht even if there were annoying sniping whores, who want to keep shooting me, they won't get any points (well, like 1 point every shot but not much of an incentive) Meaning for every potshot i take at the hand of nod they'll be able to get 1 point back (hurray) .. and yes, even at half health 4 sbhs wouldn't kill me.
- 

Subject: Re: Sweet anti hill camp strat  
Posted by [mrpirate](#) on Thu, 19 Jan 2006 23:54:56 GMT  
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runewood wrote on Thu, 19 January 2006 17:41Med tank, meet 4 sbhs, you die before you can farm hand. Or you go back, heal, try other side and get 2 shots off before sbh own you. I go on hill with sid and shoot stanks/arty/harvey/snipers. You give them points, i give us points.

Those 4 SBHs would be easily defeated by the 14 Tib Sydneys GDI would have on the hill for some reason.

---

Subject: Re: Sweet anti hill camp strat  
Posted by [Lijitsu](#) on Fri, 20 Jan 2006 02:26:29 GMT  
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mrpirate wrote on Thu, 19 January 2006 18:54runewood wrote on Thu, 19 January 2006 17:41Med tank, meet 4 sbhs, you die before you can farm hand. Or you go back, heal, try other side and get 2 shots off before sbh own you. I go on hill with sid and shoot stanks/arty/harvey/snipers. You give them points, i give us points.

Those 4 SBHs would be easily defeated by the 14 Tib Sydneys GDI would have on the hill for some reason.

Or the 400 snipers that are bound to be in that crowd, thinking of how often you see stuff like that.

---

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Subject: Re: Sweet anti hill camp strat  
Posted by [runewood](#) on Fri, 20 Jan 2006 03:01:49 GMT  
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Well, you sit on your hill and i'll get my rave. The we can see how it turns out.

---

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Subject: Re: Sweet anti hill camp strat  
Posted by [Sniper\\_De7](#) on Fri, 20 Jan 2006 05:01:10 GMT  
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Just a question, but how do you plan on destroying my tank if i get out to repair with my hotwire. I mean you do realize hotwire repairs faster than your rave can damage me, right?

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Subject: Re: Sweet anti hill camp strat  
Posted by [Dr. Lithius](#) on Fri, 20 Jan 2006 10:28:14 GMT  
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Let's clear up some misconceptions, shall we?

First of all, it takes somewhere around 197 Laser Rifle rounds to destroy a Medium Tank.(Let's just say "200" for the sake of arguement. I wasn't really paying close attention to when I reloaded, but I'm semi-sure it was between 196 and 199.) This takes roughly 41 seconds to do. Chop that up by four and you get 10.25 seconds, if four Stealth Black Hands were all firing at once(or close to it) on the same Medium Tank. Even given all of this, the Medium Tank is fast enough to zip back to GDI's side of the hill and get fixed without fail. Clearly, given the facts, runewood doesn't know what he is talking about. Similarly, Sniper doesn't know, either. Still, Sniper wins this arguement in the fact that four Stealth Black Hands simply could not destroy a Medium Tank before it had a chance to retreat unless the driver was completely and utterly retarded.

Also, if you were to assault a Medium Tank with a Railgun, it would take exactly 10 shots and 26 seconds to be destroyed. Again, this is hardly worth the effort if you're just trying to defend the hill, now isn't it?

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Subject: Re: Sweet anti hill camp strat  
Posted by [Sniper\\_De7](#) on Sat, 21 Jan 2006 01:34:09 GMT  
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It's not that I don't know what I was talking about, it was an educated guess(I did say "about" So I'm basically admitting that I don't know exactly for sure, but for one thing that I did know i did explicitly say that I wouldn't die from 4 sbhs and that was true).  
It's like saying "Do you know how many shots it takes for a tibsydney to destroy a flame tank?" It's a thing I really don't take much time for research, not to mention something that I would know off of my head, nor yours. My point was, that even aside from 4 random sbhs coming up to destroy my tank, I would STILL not die.  
Aside from all that, I guess you'd be too stubborn to play teh teammate, i guess, and still be the sniper in the back, right? Because you know what you're talking about. Still didn't quite answer that, "how is it fun to shoot at a vehicle with a sniper over and over"

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Subject: Re: Sweet anti hill camp strat  
Posted by [Dr. Lithius](#) on Sat, 21 Jan 2006 06:20:54 GMT  
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I answered that question, Snipe. I answered it by saying "I don't play to win. I play to distract, and I play for technical data." Repeatedly keeping an MRLS or Artillery at bay with a Sniper/Ramjet Rifle is my way of distracting them until the team can get some real reinforcements up there to take care of it. If that never happens, well... Then yes. I spend all game in the back until we get our asses kicked.(Which we will, if this is how the round goes... And believe me. It does on occasion.) But most of the time, I'm just the guy that helps keep them in check until people can get up there and destroy them. No, I don't waste my time on the rare Medium Tank or something I can't hit. I just get tired of my team being slow to react to beyond-extreme-ranged vehicles.

Otherwise, I just screw around with the Chem Warrior. Y'know... Burn the Hell out of MRLS trucks, corrode the Harvester, scorch infantry... Y'know! Screw around!

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Subject: Re: Sweet anti hill camp strat  
Posted by [runewood](#) on Sat, 21 Jan 2006 16:31:54 GMT  
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ok, 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.

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Subject: Re: Sweet anti hill camp strat  
Posted by [Spoony\\_old](#) on Sat, 21 Jan 2006 18:01:19 GMT  
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runewood wrote on Thu, 19 January 2006 22:01Well, you sit on your hill and i'll get my rave. The we can see how it turns out.  
cool, because raves give you 99 points... can't say no to that

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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.

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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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Subject: Re: Sweet anti hill camp strat  
Posted by [Dover](#) on Sun, 26 Mar 2006 21:28:02 GMT  
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Humvees and buggys aren't really meant to kill, at least nothing beyond the free infantry. They're more designed for speed. I'm almost positive the Nod Buggy is the fastest thing in the game, with a possible exception of the recon bikes on some servers and GDI's Uber-1337 Sedan/Pickup Truck

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Subject: Re: Sweet anti hill camp strat  
Posted by [Lijitsu](#) on Mon, 27 Mar 2006 02:56:50 GMT  
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Actually, I took out a Light Tank and Artillery with a Humvee once. I had some help from an APC with the Light Tank, but the Artillery was mine wholly. I was also an annoying little basterd, because I would repair our tanks and soldiers in the field when I needed to.

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Subject: Re: Sweet anti hill camp strat  
Posted by [Dover](#) on Mon, 27 Mar 2006 20:20:11 GMT  
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Lijitsu wrote on Sun, 26 March 2006 20:56: Actually, I took out a Light Tank and Artillery with a Humvee once. I had some help from an APC with the Light Tank, but the Artillery was mine wholly. I was also an annoying little basterd, because I would repair our tanks and soldiers in the field when I needed to.

Oh, come on Lijitsu. You know that your experiance doesn't make a humvee a legit anti-tank tool.

The Eternal Newb "I once killed an apache using Patch, so patch is good for anti-air, right?"

No, it doesn't, It means the apache was banged up before you got there, or the pilot is a dumbass. Similarly, Lijitsu, Humvees are NOT anti-tank weapons.

Although I agree they're annoying, but only early in the game during rushes. After that they're more of a joke.

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Subject: Re: Sweet anti hill camp strat  
Posted by [Lijitsu](#) on Mon, 27 Mar 2006 21:25:21 GMT  
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I never said they were Anti-Tank vehicles. I simply said that they can be used as them quite effectively under the right circumstances. Plus they're good transportation, and great for drawing fire. Nothing like a well driven Humvee in the enemy ranks to make them change targets. I also managed to save an APC from some Light Tanks and Artilleries in that same match. Which I was



never thanked for.

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Subject: Re: Sweet anti hill camp strat  
Posted by [Dover](#) on Tue, 28 Mar 2006 16:17:28 GMT  
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If by "the right circumstances" you mean "First minute of a match with starting creds of 0", then I'd have to agree. Apart from that, they're just really fast 2 seater transport.

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Subject: Re: Sweet anti hill camp strat  
Posted by [Lijitsu](#) on Tue, 28 Mar 2006 21:21:50 GMT  
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No. Under the right circumstances can mean a number of things. One which is primarily what I meant: with assistance of APCs and infantry to draw fire.

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