This is not so much a strategy than it is an observation. Tanks flee Engineers.I have found that people in tanks will take no notice to basic infantry (minigunner, shotgun, or even flamethrower), however if you get the basic engineer, they will stop pounding whatever building they were and start shooting at you.One time I GDI was pounding our HON with two mammys and a med on Walls, and I charged the entrance to our base with a basic engineer wielding only a pistol, both mammys and the med stopped shooting the HON and went after me. After bouncing and jumping around for a bit trying to get close enough to throw some C4 (all three tanks were backing up) I got killed. This gave only 1 point to GDI and allowed our HON to be completely repaired.This tactic sometimes can buy your team 5 to 15 seconds from attack depending on how lucky/good you are at jumping around. Sometimes it is useful, most of the time it is futile, but it is always fun to see two mammys retreat at the advancing pistol!This doesn't work on everyone, and your kill/death ratio suffers, but sometimes it is necessary to take one for the team.