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Subject: Re: An opinion piece - "Pointwhore"

Posted by [Nukelt15](#) on Fri, 13 Apr 2007 13:08:15 GMT

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Alternately, if you can't get vehicles out the gate for one reason or another (say you have no good engi support)- Under and Field are good examples, since the base entrances are choke points which can easily be bottled up by the enemy- you can buy a bunch of anti-vehicle infantry and go to town on them. Three or four anti-vehicle troops can really do a number on a siege/blockade, and they're much harder to hit than another tank would be (forgetting for a moment that they also gain loads more points for killing tanks than enemy snipers do for killing them).

No, tanks aren't that hard to kill, artiller/MRLS even less so. If you can't kill armor, you're either being outplayed or under-supported.

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