

---

Subject: A few fun strategies.

Posted by [flyingfox](#) on Fri, 24 Oct 2003 21:37:23 GMT

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

---

1)

Your on a map and enemy forces are irritating your structures from a tunnel. Park your vehicle at a relative distance from them, but enough so they sight it and see it's possible to get to it. Position the vehicle so that either the front or back is facing the enemy, not sideways. go to the other side of the vehicle and hide behind it. If you don't see the radar of them coming to grab the vehicle, use 3rd person view to look above or at the sides to see them coming for it. When they're near it, jump in and run them over. Then laugh.

2)

On C&C Hourglass, (this works best if you're GDI) once the enemy base defences are down, grab a humm-vee and go to the top of the hill. Keep your cover but keep an eye down the hill to see vehicles approaching and falling back. Often, when an enemy vehicle is damaged the driver will retreat to the bottom of the hill and get out to repair.

There are 2 things you can do. 1 is to gun down the driver repairing his vehicle (if he's standing still and in view and you have a good aim for the head or a good lock on), rush down the hill & grab the vehicle. The other method is to rush down the hill without killing the driver and grab the vehicle quick.

I stole 3 Nod vehicles on Hourglass yesterday with this tactic. It was pretty fun. It works surprisingly well because the humm-vee is an especially fast vehicle going down a steep hill. It got most people off guard.

Have a go sometime.

---