
Subject: Hourglass - Someone explain this to me
Posted by [SteveT02](#) on Wed, 07 Jan 2004 00:03:06 GMT
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So I was playing today on a certain server (I won't mention which, because its not really important) and the map we were playing was Hourglass. I was on Nod. So there were three guys who purchased flame tanks and they were going around the sides to get into GDIs base. So I went and purchased an Artillery and proceeded to the top of the hill to blast GDIs base while the flame tanks went in on the sides. So as I'm hitting their refinery, I get a message from the server mod saying to stop hitting from the hill. He then proceeds to tell me that we can't attack from the top of the hill on hourglass. Okay, whatever. Being the good netizen that I am, I stopped and went around the sides..yaddah yaddah, Nod still wins.

Now I understand that its their server and they can impose whatever rules they want...if I don't like them, I don't have to play there. Thats cool. But why is it NOT ok to attack the opposing base from the top of the hill? Its not like you can't stop the enemy from doing that. All you gotta do is send a tank or a couple of guys up to kill it. And you can do it without exposing yourself to the other sides OB/AGT. So what gives with this rule?

Subject: Hourglass - Someone explain this to me
Posted by [SS217](#) on Wed, 07 Jan 2004 00:06:51 GMT
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Two words come to mind..

"Cheap" and "Point whore"

You were probably talking about Black-Cell servers.

Subject: Hourglass - Someone explain this to me
Posted by [longbow](#) on Wed, 07 Jan 2004 00:28:09 GMT
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Yeh, and I agree with that rule. Sitting there the whole game, just holding the mouse button down. Boring!

Subject: Hourglass - Someone explain this to me
Posted by [Aircraftkiller](#) on Wed, 07 Jan 2004 00:29:16 GMT
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Two other words come to mind, in response to that...

"Points win"

Subject: Hourglass - Someone explain this to me
Posted by [John Shaft Jr.](#) on Wed, 07 Jan 2004 00:44:40 GMT
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AircraftkillerTwo other words come to mind, in response to that...

"Points win"

I agree.

Subject: Hourglass - Someone explain this to me
Posted by [Majiin Vegeta](#) on Wed, 07 Jan 2004 01:03:08 GMT
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its annoying. when your trying to orgnaise a rush and only can get 2 tanks becuae the rest of the team are pointwhoring on the hill

Subject: Hourglass - Someone explain this to me
Posted by [Homey](#) on Wed, 07 Jan 2004 01:12:50 GMT
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You can hit every gdi building from up thier, only 1 art can hit the barracks at a time unless the agt is dead.

Subject: Hourglass - Someone explain this to me
Posted by [Crimson](#) on Wed, 07 Jan 2004 05:05:01 GMT
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If you can't take out the arties on top of the hill you deserve to lose. I allow that on my servers.

Subject: Hourglass - Someone explain this to me
Posted by [frijud](#) on Wed, 07 Jan 2004 05:43:46 GMT
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Usually two PIC or Rav can keep the top clear of Mob arts or MRLS. Not that hard normally.

If you are behind in points on Hourglass, teamwork is the only chance you have of winning.

Subject: Hourglass - Someone explain this to me
Posted by [General Havoc](#) on Wed, 07 Jan 2004 11:02:51 GMT

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It's called "camping" and it is a perfectly legal tactic as long as your not exploiting any bugs in the game (Islands B2B). If they were so bothered then they should put that rule in the MOTD, but artys are easy to take out with any of the 1k characters or 1 timed C4.

Subject: Hourglass - Someone explain this to me
Posted by [flyingfox](#) on Wed, 07 Jan 2004 13:18:14 GMT
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They might as well script a mod that sends a hurricane speeding the mrls or artillery flying off the hill back into their base when they go up there.

"boink"

Subject: Hourglass - Someone explain this to me
Posted by [NHJ BV](#) on Wed, 07 Jan 2004 13:31:11 GMT
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I think it's a perfectly legal tactic. If it happens the entire game it gets boring though, but usually it's only in the beginning of the game.

Subject: Hourglass - Someone explain this to me
Posted by [maj.boredom](#) on Wed, 07 Jan 2004 13:49:05 GMT
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That why its called Whoreglass. I've come to terms with the fact that that is how that map is played, but it's my least favorite of the standard maps. I guess some people still see that as something like Base to Base, but its not and both sides can do it so it's a wash anyhow.

Subject: Hourglass - Someone explain this to me
Posted by [Blazer](#) on Wed, 07 Jan 2004 15:45:33 GMT
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Its fun to get a havoc and stand against the wall back between the ref and the power, and snipe the barrels of the pointwhoring mobarts on the hill....makes them so frustrated

Subject: Hourglass - Someone explain this to me
Posted by [longbow](#) on Wed, 07 Jan 2004 20:05:39 GMT
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AircraftkillerTwo other words come to mind, in response to that...

"Points win"

Yes, but more effective to rush and destroy there base, rather than just get points because there repairing while you artillery it.

Subject: Hourglass - Someone explain this to me
Posted by [Aircraftkiller](#) on Wed, 07 Jan 2004 20:13:26 GMT
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That's your opinion. Mine is that I can organize Artillery to destroy the Power Plant, or MRLS to hit the Obelisk and win... Wait, no, that's a fact...

Subject: Hourglass - Someone explain this to me
Posted by [nastym4n](#) on Wed, 07 Jan 2004 21:12:34 GMT
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longbowYes, but more effective to rush and destroy there base, rather than just get points because there repairing while you artillery it.

only if you are a n00b. Or in a game of less than 30 players.

Sad fact is WW obviously (idiots, again) didnt plan for more than about 16 players on most of the maps they gave us.

The simple truth is that in rotations on big servers consisting of WW only map rotations, PWin is how the game is won.

Subject: Hourglass - Someone explain this to me
Posted by [mrpirate](#) on Wed, 07 Jan 2004 22:40:27 GMT
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Way back when, Renegade was supposed to support up to 16-player servers, I believe.

Subject: Hourglass - Someone explain this to me
Posted by [General Havoc](#) on Thu, 08 Jan 2004 00:31:49 GMT
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That would make sense, 16 players seems like a average limit. It was due to the FDS that the 32 player servers evolved. I don't know if Westwood anticipated people geting hold of high bandwidth connections to host games on, but they developed the FDS and that what any 32 player server

uses.

Subject: Hourglass - Someone explain this to me
Posted by [Infinint](#) on Thu, 08 Jan 2004 00:49:21 GMT
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I never attack from the hill myself because for some reason i cant do damage from up there with arty or mlrs , but any way you can easy kill the arty or mlrs from your base. Also some one define

incoming SBH can kill the engineers. I get yelled at for point whoreing...

considered point whoreing too because your just sitting there shooting at the building?

Subject: Hourglass - Someone explain this to me
Posted by [OrcaPilot26](#) on Thu, 08 Jan 2004 01:34:10 GMT
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The reason some people don't like this tactic is because they fail to realize that destroying the vehicle, not repairing the crap out of the building, will counter it.

Subject: Hourglass - Someone explain this to me
Posted by [spotelmo](#) on Thu, 08 Jan 2004 10:08:42 GMT
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InfinintI never attack from the hill myself because for some reason i cant do damage from up there with arty or mlrs , but any way you can easy kill the arty or mlrs from your base. Also some one

incoming SBH can kill the engineers. I get yelled at for point whoreing...

considered point whoreing too because your just sitting there shooting at the building?

"point whoring" is a term used by simple minded idiots who don't know that points is one of 3 ways to win the game.

there are some morons who think that fighting head to head with the enemy in a tank battle or gun battle is the only proper way to play the game. in reality, as long as you aren't cheating, all is fair and if you can score points for your team and keep one or more of the enemy busy by constantly pounding a building, GO FOR IT!

Subject: Hourglass - Someone explain this to me
Posted by [weesheep](#) on Thu, 08 Jan 2004 11:25:08 GMT
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Everyone says how easy it is to destroy mob arts on the hill but they must also know how easy it is to secure the hill.

The mob arts have weak armour and can be repaired very quickly. I know on the servers that I am allowed to hillcamp, if I do so I very rarely get destroyed and by the time I do I have gained enough points/money that I just go get another art and start over again

Having said that I do think camping the whole game is a bit lame but then again it is VERY funny when a team can't dislodge you as it annoys the hell out of them lol (probably why many servers ban it)

Subject: Hourglass - Someone explain this to me
Posted by [Infinint](#) on Thu, 08 Jan 2004 16:36:17 GMT
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Usually when I'm sitting in the base with a med waiting for the rest of my team to get APCs I'm useally getting really nice points killing off artys on the hill.

Subject: Hourglass - Someone explain this to me
Posted by [Kytten9](#) on Thu, 08 Jan 2004 16:55:16 GMT
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General Havoclt's called "camping" and it is a perfectly legal tactic as long as your not exploiting any bugs in the game (Islands B2B). If they were so bothered then they should put that rule in the MOTD, but artys are easy to take out with any of the 1k characters or 1 timed C4.

If indeed he was talking about Black-Cell.net it is messaged into the game about 4/5 times and we have the mods who give people fair warning, but its our server we run it the way we see fit, if you dont like go play on crimsons or another server that allows hill attacking, but why bitch about it in here its pointless, some people agree with it some people dont. lets leave it at that.

BTW i suppose you also agree with glitching the ob before a gdi assualt on the base starts? its a cheap chicken shit way to win coz you're not really in any danger the minute you are attacked you just back up and repair.....where is the fun in that? personally i like to "play" a game not destroy it

Subject: Hourglass - Someone explain this to me
Posted by [Nanakasse](#) on Thu, 08 Jan 2004 17:14:42 GMT
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erm.... hill attack cheap, why we dont allow it? because ppl just go up there shot and win mvp

even if they dont win the game, just because the want ladder points if they win, and btw they dont give a shit about defence. so thats why we dont like it.

case closed.

Subject: Hourglass - Someone explain this to me
Posted by [nastym4n](#) on Thu, 08 Jan 2004 17:16:07 GMT
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Kytten9its a cheap chicken shit way to win coz you're not really in any danger the minute you are attacked you just back up and repair.....where is the fun in that? personally i like to "play" a game not destroy it

thats a paradoxical statement if ever I saw one.

Hill camping leads to new tactical awareness. The other team hill camps, you let them destroy some of your buildings. The other team then generally back off on the hill a little, allowing you to take it and make some points for your team. This is one of the few occasions in Renegade that you will see people get angry with team-mates for destroying a building, as tactically you lose the edge by doing this.

Subject: Hourglass - Someone explain this to me
Posted by [Crimson](#) on Thu, 08 Jan 2004 17:33:56 GMT
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Personally, I find being up there with a long-range attack is great for defense, too... someone attacks your base and you can swivel around and shoot the offender with a bird's-eye view.

Then again, I'm usually one of those who are taking out the tanks at the top.

I just don't find it good to anally retain the game and remove every tactic that I might find "cheap". All of my rules are centered on map exploits and game exploits.

Subject: Hourglass - Someone explain this to me
Posted by [DragonFg](#) on Thu, 08 Jan 2004 18:01:45 GMT
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Not to disagree with Crimson who said if you can't take out the artillery or MRLSs on the hill you deserve to lose, but all you're good for is camping at the hilltop and shooting then you don't deserve to win.

Of course this is coming from someone who almost never buys a vehicle.

Subject: Hourglass - Someone explain this to me
Posted by [Founder of YASA](#) on Thu, 08 Jan 2004 19:47:05 GMT
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I do enjoy watching the MRL flipped and blows up on the hill when they see a flame tank chasing them or owning artillery and stealth tank on the hill with a MRLS.
Both side need to compete for the hill top to gain advantage on what the enemy is doing in the base. It also requires skill to maintain the hill top as numbers does not gurentee to hold it and makes base vounverable to be attacked from side.

I personally does not see a problem with it.

Subject: Hourglass - Someone explain this to me
Posted by [John Shaft Jr.](#) on Thu, 08 Jan 2004 20:01:32 GMT
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spotelmo
"point whoring" is a term used by simple minded idiots who don't know that points is one of 3 ways to win the game.
there are some morons who think that fighting head to head with the enemy in a tank battle or gun battle is the only proper way to play the game. in reality, as long as you aren't cheating, all is fair and if you can score points for your team and keep one or more of the enemy busy by constantly pounding a building, GO FOR IT!

I agree.

Subject: Hourglass - Someone explain this to me
Posted by [TheMouse](#) on Thu, 08 Jan 2004 22:03:56 GMT
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SS217Two words come to mind..

"Cheap" and "Point whore"

You were probably talking about Black-Cell servers.

those would be three words. Work on your counting skills kthx.

Subject: Hourglass - Someone explain this to me
Posted by [Infinint](#) on Thu, 08 Jan 2004 22:18:41 GMT
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Still it all comes down to the server your playing has rules, and you must abide by the rules or

another server without that rule.

Subject: Hourglass - Someone explain this to me
Posted by [smwScott](#) on Fri, 09 Jan 2004 02:24:01 GMT
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I can't believe people are using "it's annoying" as an argument. It isn't your enemies job to make the game convenient for you. Many times buildings can be taken out from the hill. It usually takes at least 1-2 people to repair your damage, so your helping there. Meanwhile you're earning points, which helps the team win if the time runs out. There is absolutely no doubt that this tactic is helpful to the team.

On top of that it is very easy to counter. A basic soldier alone can chase an arty down from there, maybe even stick a C4 on him. It's unbelievably easy to counter, this is a very valid tactic. Someone said something about how hard it is to kill the arties when they secure the hill. Well, if the team works together to secure the hill then they deserve to win.

To sum it up: quit your bitching and play the fucking game.

Subject: Hourglass - Someone explain this to me
Posted by [iH8](#) on Fri, 09 Jan 2004 02:32:42 GMT
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from our serverrules:

like crimson said, if you can't handle that tactic, you don't deserve to win.

Subject: Hourglass - Someone explain this to me
Posted by [spotelmo](#) on Fri, 09 Jan 2004 09:01:50 GMT
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Nanakasseerm.... hill attack cheap, why we dont allow it? because ppl just go up there shot and win mvp even if they dont win the game, just because the want ladder points if they win, and btw they dont give a shit about defence. so thats why we dont like it.

case closed.

people playing the game they paid for the way they want to play without cheating.
it's morons like you and that server that piss me off about the game...
people who think that their way is the only way to play the game so they make up stupid rules governing everything they don't like whether it is a valid tactic or not.

Subject: Hourglass - Someone explain this to me
Posted by [Infinint](#) on Fri, 09 Jan 2004 17:10:07 GMT
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spotelmoNanakasseerm.... hill attack cheap, why we dont allow it? because ppl just go up there shot and win mvp even if they dont win the game, just because the want ladder points if they win, and btw they dont give a shit about defence. so thats why we dont like it.

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Hello! You dont have to play on that server if you dont want to. :rolleyes:

Subject: Hourglass - Someone explain this to me
Posted by [spotelmo](#) on Fri, 09 Jan 2004 19:22:39 GMT
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InfinintspotelmoNanakasseerm.... hill attack cheap, why we dont allow it? because ppl just go up there shot and win mvp even if they dont win the game, just because the want ladder points if they win, and btw they dont give a shit about defence. so thats why we dont like it.

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Hello!

i don't play on that server. that doesn't mean i can't make my opinions of idiots known.

Subject: Hourglass - Someone explain this to me
Posted by [delta_sector](#) on Sat, 10 Jan 2004 01:26:11 GMT
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I for one agree that shooting on top of the hill is a valid tactic. Why did the map designers put a hill between the 2 bases? Does that hill act like a wall to avoid direct confrontation? another path for attacking the base? Why is there a tunnel beneath the hill? Are tanks supposed to be on that hill? What about infantry? Why are there rocks?

The map designers put a hill between the bases for a purpose. The bases are so close that defenses would rip out anything they see. If that hill was supposed to be a wall they shouldve made that hill INACCESSIBLE. Why did they make that hill accessible? ITS FOR TANKS TO ROLL OUT AND FLATTEN THE ENEMY BASE. If that hill is for tanks then theres another way to attack the opposing base. A tunnel is placed to the convenience of infantry since base defenses can hit particular areas on the hill. If that hill wasnt supposed to be used by tanks or infantry why are there some big rocks that can COVER a vehicle from the base defenses. If those rocks are meant for infantry why are those rocks so big that it can cover a tank?

It is so stupid that why should particular servers not allow shooting from the hill on Hourglass when the way the map was designed suggests doing that.

Subject: Hourglass - Someone explain this to me
Posted by [Infinint](#) on Sat, 10 Jan 2004 01:38:59 GMT
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:rolleyes: *Infinint gets tierd from rolling eyes so much*
Its just a simple rule that requires you top use differnt tactices to win the game, just lke any other rule like no B2B, infantry only, snipeing only, no becones.

Subject: Hourglass - Someone explain this to me
Posted by [spotelmo](#) on Sat, 10 Jan 2004 01:47:24 GMT
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certain things are exploits of the maps.
for instance, b2b on islands, i always thought it was fine since it was built in until i read from a ww developer that it was unintentional. beacons on field, we got mixed signals from devinoch on delphi... one said it was fine the other said no. then the devs tried to fix it(with disasterous results) which told me it was not intentional.
when it comes to a normal game(not snipe only etc.) all non exploit tactics should be allowed in my opinion.

Subject: Hourglass - Someone explain this to me
Posted by [Blazer](#) on Sat, 10 Jan 2004 01:48:39 GMT
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I never find mobarts/mrls on the hill anything more than a minor irritant. If nobody tries to stop them, yes they will mass up there and eventually either take out a building or just whore enough points to win, but from within the base, a Havoc or Sakura can easily pick them off, and if they have eng support a run up there with a patch or lcg will dispatch them quickly enough

Subject: Hourglass - Someone explain this to me

Posted by [SkitBra](#) on Sat, 10 Jan 2004 01:53:45 GMT

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if the other team cant get them off the hill then they deserve to loose.
its very simple to keep them from getting any serious dmg done from there.

Subject: Hourglass - Someone explain this to me

Posted by [Try_lee](#) on Sat, 10 Jan 2004 02:06:44 GMT

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It is exactly the same as the enemy attacking from any other place.
If you can't keep the enemy from taking the field on C&C Field then they deserve to get points from attacking the harvester.
If you can't stop infantry from getting in the tunnels and launching rockets at your base they deserve to get points from hitting your buildings.

I can't see what the big deal is... it's a war, you should do anything possible to win.

Subject: Hourglass - Someone explain this to me

Posted by [Nanakasse](#) on Sat, 10 Jan 2004 02:25:15 GMT

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spotelmoNanakasseerm.... hill attack cheap, why we dont allow it? because ppl just go up there shot and win mvp even if they dont win the game, just because the want ladder points if they win, and btw they dont give a shit about defence. so thats why we dont like it.

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people playing the game they paid for the way they want to play without cheating.
it's morons like you and that server that piss me off about the game...
people who think that their way is the only way to play the game so they make up stupid rules governing everything they don't like whether it is a valid tactic or not.

First i didnt make the rule, 2nd AS A MOD I HAVE TO GO BY THE RULES, 3rd you are the moron you dont know me , btw why dont you go and kill someone out there in real life? ohh yeah i forgot goverment have rules, no one told you to buy the game with a gun if you dont like it get out then and dont come back.

Subject: Hourglass - Someone explain this to me

Posted by [Nanakasse](#) on Sat, 10 Jan 2004 02:29:47 GMT

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Quote:Hello!

i don't play on that server. that doesn't mean i can't make my opinions of idiots known

4.- like i said you dont know me.

Subject: Hourglass - Someone explain this to me
Posted by [spotelmo](#) on Sat, 10 Jan 2004 04:22:54 GMT
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NanakasseQuote:Hello!
i don't play on that server. that doesn't mean i can't make my opinions of idiots known

4.- like i said you dont know me.

i know enough to know that i think you're an idiot.

Subject: Hourglass - Someone explain this to me
Posted by [Infinint](#) on Sat, 10 Jan 2004 04:50:41 GMT
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Infinint throws flame gernade and leaves...
I think this topic is done and should be locked, its going to turn into a flame war... not that it already has

Subject: Hourglass - Someone explain this to me
Posted by [Renx](#) on Sat, 10 Jan 2004 15:03:45 GMT
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Blazer!Its fun to get a havoc and stand against the wall back between the ref and the power, and snipe the barrels of the pointwhoring mobarts on the hill....makes them so frustrated

lol, i do that sometimes.

usually no one gets to attack the other base anyway, it just ends up a battle for the hill between the arties and mrls.

I was also in a server on Islands before where they added a giant billboard that said "No b2b on this server," that was attached to the part right above the tunnels on the gdi side, so it got in the way of the mrls hitting the HoN.

Subject: Hourglass - Someone explain this to me
Posted by [Nanakasse](#) on Sat, 10 Jan 2004 15:14:19 GMT
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spotelmoNanakasseQuote:Hello!

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4.- like i said you dont know me.

i know enough to know that i think you're an idiot.

Poor kid buh bi patan

Subject: Hourglass - Someone explain this to me
Posted by [Crimson](#) on Sun, 11 Jan 2004 01:04:41 GMT
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I'm all for forbidding exploits that give one team a huge advantage over the other... or that are difficult or impossible to defend against... HOWEVER:

Both teams can get their tanks up there.
There are several ways to defend against it.

Therefore, anyone who bans this is just anal retentive.

Subject: Hourglass - Someone explain this to me
Posted by [egg098](#) on Mon, 12 Jan 2004 21:07:08 GMT
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Compare hill-shooting with vehicles to Field. You compete for the hill, like you compete for the field. Once you're there you pound the enemy base, but if they have the man-power they are perfectly able to drive you back and take it for themselves!

Although if there are loads of tanks it does get a tad annoying!
