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Subject: Hourglass... Unbalanced??? 18vs18

Posted by [Anonymous](#) on Thu, 05 Sep 2002 13:20:00 GMT

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Nod is only good in the first 10 minutes, if they have a good flame rush (4-5) there wil not be any mobius or PIC Sydney around to destroy the flame tanks, that's why I always say on Nod: "save for flame rush" On GDI it's easy to win once they have survived the first 10 minutes, then the mammoth/ med tank rush wil in the end destroy the obby or create the most points

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