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

Posted by [Anonymous](#) on Thu, 05 Sep 2002 11:51:00 GMT

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quote:Originally posted by SniperRu:Really this map **** me off when Im nod, Gdi can hit any of our buildings beside PP without getting hit by OB. And when they get mammals, all rushes become useless Stealth/Flame, I think this map require some fixes....what u think?I found a way to use a MRLS to hit the power from the hill. I think this map is ont of the most balanced, because GDI can hit all of the Nod buildings, which more than makes up for the speed of flame rushes coming over the hill.
