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

Posted by [Anonymous](#) on Wed, 04 Sep 2002 21:43:00 GMT

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but he said an 18 on 18 match, with this in mind gdi will most likely have max tanks in the feild{more than half will be mammys} and about 4 techs and 6 mobius close to base to stop flame rush and techs repair tower. Nod can attack over the hill with artys but gdi can too with mrls{not an advantage if the other team can do it too} in a 10 on 10 match i think its even but not with 18 on each side, i always cross my fingers to be on gdi becuase most of the time its imposible to rally 6 flames to attack{everyone goes off trying to be rambo and about 40 mins later the realize you cant do that on this map and join in} but with gdi you can pound the obby with med, pound refinery with mrls, bother pesky guys in the tunnels, or take out the turrets with gunner, nod on the other hand really cant do much without teamwork making it a hard map.

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