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Subject: GOOD TACTIC FOR HOURGLASS

Posted by [Anonymous](#) on Thu, 02 May 2002 03:09:00 GMT

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A 2nd flame rush worked for me on one game because the entire GDI team were on the sides ready to take out our ob. It ended up being a race to see who can destroy who's base first. We won. And, believe it or not, i've seen an entire company of 4 flame tanks actually flip over one after another in a flame rush against my GDI team. They even managed to flip an artillery and a stolen Mammoth in the same game.

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