
Subject: GOOD TACTIC FOR HOURGLASS

Posted by [Anonymous](#) on Wed, 01 May 2002 18:31:00 GMT

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I like this map because Stealth tanks are at an advantage. I have a perch at the top of the hill that keeps me covered from AGT fire and lets me shoot anything coming uphill, which usually can't shoot up, due to the terrain, while my missiles which aren't affected by it coast free and clear down to their targets. Mammoth rushes generally end the game on this map, as they can waste the Obelisk halfway down the hill, but 2-3 artillery and a Light tank or 2 can put them out of business. [May 01, 2002: Message edited by: ZTankMuncha]
