
Subject: Re: request: Hourglass2 - danpaul?
Posted by [liquidv2](#) on Fri, 27 Nov 2009 18:36:52 GMT
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it's much easier for nod to hit buildings from the hill than it is for gdi
also, nod vehicles can sit anywhere on top of the hill without taking agt fire (until they start down
the other side) whereas GDI vehicles have to sit on the top left side to avoid direct obelisk fire

the only building gdi can generally hit safely is the refinery, so allowing vehicles to hillcamp will
most likely favor nod
