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Subject: GOOD TACTIC FOR HOURGLASS

Posted by [Anonymous](#) on Mon, 29 Apr 2002 16:15:00 GMT

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quote:Originally posted by A51 falcon:If you are playing hourglass [...] i know, i know... Nod is supposed to kick the crap outa GDI on this map....If my memory serves me, GDI wins this map 60% of the time!

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Subject: GOOD TACTIC FOR HOURGLASS

Posted by [Anonymous](#) on Mon, 29 Apr 2002 16:38:00 GMT

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from what i have noticed if gdi survies the first flame rush they will win from points because they sit and defend and for some reason nod all ways thinks that if they try another flame rush that it will work. but if the first one dosen't i have rarely seen a second one ever work

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Subject: GOOD TACTIC FOR HOURGLASS

Posted by [Anonymous](#) on Tue, 30 Apr 2002 00:23:00 GMT

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If you are playing hourglass and your base is under siege and your buddies can hold the base this is a good tactic for stealing a tank. If tanks are to the sides and your teammates are pummeling them they will pull back a bit and self repair. Go into the tunnels and go to the left or the right so you come out by the tiberium to the right and left sides of the map. Usually people pull back to right next to the opening of the cave and get out to repair... run and jump into the vehicle and then you have cut off the vehicles in the front... i did this last night when i was on Nod (i know, i know... Nod is supposed to kick the crap outa GDI on this map.... but i had a ton of noobs on my team) when i did this i wasn't even a stealth trooper... i was raseshaw and they still didn't see it coming...

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Subject: GOOD TACTIC FOR HOURGLASS

Posted by [Anonymous](#) on Tue, 30 Apr 2002 00:46:00 GMT

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so ur saying u should steal the enemies tanks? WOW i could have never thought of that on my own...

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Subject: GOOD TACTIC FOR HOURGLASS

Posted by [Anonymous](#) on Tue, 30 Apr 2002 00:59:00 GMT

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Yeah steal the enemies tanks..... but it works just as well if you want to be a jerk and steal a

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teammates tank!!!

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Subject: GOOD TACTIC FOR HOURGLASS  
Posted by [Anonymous](#) on Tue, 30 Apr 2002 07:22:00 GMT  
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that is worst map ever...its just so boring...

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Subject: GOOD TACTIC FOR HOURGLASS  
Posted by [Anonymous](#) on Wed, 01 May 2002 16:50:00 GMT  
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I dont like it either... I was playing on it today and my flame tank couldn't climb the hill, in the end I game up turned around and didnt realise that I was about to go over the entrance to the tunnel... my tank flipped over and I lost it

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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 ]

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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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Subject: GOOD TACTIC FOR HOURGLASS  
Posted by [Anonymous](#) on Thu, 02 May 2002 03:22:00 GMT  
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