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Subject: Strategy for Hourglass

Posted by [Anonymous](#) on Tue, 30 Jul 2002 14:27:00 GMT

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If you are in a tank (and hopefully have engine support) stop those rushes by adjusting your tactics. I say "ramming speed"!!! Ram those tanks to block the way into your base. If you have a tank on both sides of the AGT/Obelisk it's even more effective. You can slam into the charging tank and continue to pound em' while doing so. The big bonus is that the rest of your team can pummel the incoming vehicle and destroy it faster. Just remember to concentrate all fire on the same enemy. It's better to destroy 1 vehicle at a time than it is to have a whole bunch of weakened vehicles still pounding you. Go for the biggest threat first! Never underestimate a good ramming!!! Also good for pinning vehicles that try to make an escape.

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Subject: Strategy for Hourglass

Posted by [Anonymous](#) on Tue, 30 Jul 2002 14:48:00 GMT

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Never Underestimate a Good Ramming, eh?

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Subject: Strategy for Hourglass

Posted by [Anonymous](#) on Tue, 30 Jul 2002 16:25:00 GMT

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happy b-day jeff<http://forum.wolfservers.com/viewtopic.php?t=4968>

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Subject: Strategy for Hourglass

Posted by [Anonymous](#) on Tue, 30 Jul 2002 16:47:00 GMT

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This is similar to my tactics on Mesa for Nod. Ram into the enemy at the places where AGT or Obe can shoot at them and the rush will be gone in no time. It works better for Nod.

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Subject: Strategy for Hourglass

Posted by [Anonymous](#) on Wed, 31 Jul 2002 11:08:00 GMT

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It works good when you need to ram a Stealth or APC from behind the barracks (into the line of fire of the AGT) on City too!

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Subject: Strategy for Hourglass

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Posted by [Anonymous](#) on Wed, 31 Jul 2002 14:05:00 GMT

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it also works good to plant 37 1/2 beacons in the Nod base at the same time! No way they disarm all of them - should take out at least 1 building if you are successful...

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Subject: Strategy for Hourglass

Posted by [Anonymous](#) on Wed, 31 Jul 2002 18:06:00 GMT

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thats another reason buggys and mamoths r used for (use it on C&C under the most) and the agt and team finish most of em off and if my vechile blows then its still held ALOT of the rush back, pretty good if u ask me

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