
Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Wed, 04 Sep 2002 18:40:00 GMT
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Really this map **** me off when Im nod, Gdi can hit any of our buildings beside PP without getting hit by OB. And when they get mammys, all rushes become useless Stealth/Flame, I think this map require some fixes....what u think?

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Wed, 04 Sep 2002 19:04:00 GMT
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quote:Originally posted by SniperRu:Really this map **** me off when Im nod, Gdi can hit any of our buildings beside PP without getting hit by OB. And when they get mammys, all rushes become useless Stealth/Flame, I think this map require some fixes....what u think?Not really. First, you can hit GDI's Tibernum Refinery from Nod's side. Then use a mad flame rush. If 6 people on Nod flame rush, AGT goes, then each can loop around WF and IB and create some heavy damage. Then you have to look out for SBH's. Once the AGT goes, GDI has to really play defense aggressively. If Nod's ob goes, it's really not that big of deal as long as you have ravesaws and BHs out in front nailing them (with tank support to boot).Left and right attacks by GDI do require some effort on Nod to defend. If you have some BHs and Ravesaws in the front you can toast the tanks pretty easily (assuming no tech support). Even with tech support you can loop around behind the tanks via the tunnel and nail the techs in the head and then the tanks. Remember, while GDI is busy hitting your OB,you can be busy preping an APC rush. Another tactic...APC to GDI's PP. The APC can make it. If GDI's all busy in buying tanks and not at the base you can rush the PP thereby taking out the AGT, even if it's mined to the hill. I found the GDI PP is rarely mined (I always mine it).It's all about exploiting your enemies' weakness.SuperTech

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Wed, 04 Sep 2002 21:43:00 GMT
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but he said an 18 on 18 match, with this in mind gdi will most likely have max tanks in the feild{more than half will be mammys} and about 4 techs and 6 mobius close to base to stop flame rush and techs repair tower. Nod can attack over the hill with artys but gdi can too with mrls{not an advantage if the other team can do it too} in a 10 on 10 match i think its even but not with 18 on each side, i always cross my fingers to be on gdi becuase most of the time its imposible to rally 6 flames to attack{everyone goes off trying to be rambo and about 40 mins later the realize you cant do that on this map and join in} but with gdi you can pound the obby with med, pound refinery with mrls, bother pesky guys in the tunnels, or take out the turrets with gunner, nod on the other hand really cant do much without teamwork making it a hard map.

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Thu, 05 Sep 2002 05:25:00 GMT
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I think Nod wins more on that map then GDI does. Nods first target I'd say is the refinery, GDI's tanks gobble up money and if they lose that early on they're screwed. Also, the MRLS has issues on that map. It hits buildings and doesn't damage them worth crap except if it's the host that's shooting. Nods Obelisk, (in my opinion) shows it's true potential in that map. In most maps it's sortive weak, but this map it's relatively decent! The only issue is that bug that distract it. I remember on one map, I destroyed the AGT single handedly (well, now that I think of it. I asked people to distract the tanks (foolish people always send their entire tank division and usually infantry just to stop something 1 or 2 tanks could handle)) and then I was about to get passed their tank defense with 1 stealth tank. I also used the Harvester since it pushed the mammoth tank out of the way and I ran over a havoc. That was the best move I've made ever. Though, I lost the tank and died right after =P

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Thu, 05 Sep 2002 11:51:00 GMT
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quote:Originally posted by SniperRu: Really this map **** me off when Im nod, Gdi can hit any of our buildings beside PP without getting hit by OB. And when they get mammys, all rushes become useless Stealth/Flame, I think this map require some fixes....what u think? I found a way to use a MRLS to hit the power from the hill. I think this map is ont of the most balanced, because GDI can hit all of the Nod buildings, which more than makes up for the speed of flame rushes coming over the hill.

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Thu, 05 Sep 2002 13:17:00 GMT
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I agree the map is balanced. The map design itself is fine also. It may favor GDI in certain respects, but I prefer Nod; with it's APC rush much more effective, and the Flame rush you have no excuse for losing or whining about losing. [September 07, 2002, 10:55: Message edited by: The Real Gizbotvas]

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Thu, 05 Sep 2002 13:20:00 GMT
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Nod is only good in the first 10 minutes, if they have a good flame rush (4-5) there wil not be any mobius or PIC Sydney around to destroy the flame tanks, that's why I always say on Nod: "save for flame rush" On GDI it's easy to win once they have survived the first 10 minutes, then the mammoth/ med tank rush wil in the end destroy the obby or create the most points

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Thu, 05 Sep 2002 13:23:00 GMT
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quote:Originally posted by 47214721:Nod is only good in the first 10 minutes, if they have a good flame rush (4-5) there wil not be any mobius or PIC Sydney around to destroy the flame tanks, that's why I always say on Nod: "save for flame rush"On GDI it's easy to win once they have survived the first 10 minutes, then the mammoth/ med tank rush wil in the end destroy the obby or create the most pointsn00b

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Fri, 06 Sep 2002 15:48:00 GMT
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I agree with Demo.

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Fri, 06 Sep 2002 15:52:00 GMT
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ditto

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Fri, 06 Sep 2002 15:55:00 GMT
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Are U insisting that u cannot stop a 4-5 flame tank rush?????????Cuz if u are, ur a f'in idiot....

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Sun, 15 Sep 2002 14:28:00 GMT
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nothing's been mentioned about the fact that two hotty's rushing from the tunnel will have at least one if not both getting to Hand and PP with enough health to blow both buildings...Nod has no chance to rush anything from the tunnels but to make some noise and plant a nuke to annoy GDI...

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Sun, 15 Sep 2002 23:21:00 GMT
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Worst Map EverIts even all the way really. i find stealth tank rushed work way better than flame rushes on any map. 1 person spots the first lumbering flame tank. by the time they get to the base theres 3 hotties in the AGT, and 5 PICS slaughtering the flamers.. with stealths. they come from knowwhere. BOOM goes the AGT. if theres techs inside, 1 missile to the head thru the door and there done, which cant be done with the crap flamers

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Mon, 16 Sep 2002 03:25:00 GMT
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If I have any inkling of a thought that GDI has more than one hotty inside, I turn my FT turrent and go for the barracks or if I'm on the back side I rush behind the weps to the ref as long as I have a few teammates with FT's still hitting the AGT to keep it's damage going...otherwise I will still rush to weps...but I hang out on corner so AGT takes out my FT and I foot it into weps, mine it, then C4 it...pretty solid tactic...not 100\% but creates some chaos in GDI camp...Although, from wolf forums, it is proven that Stank attacks are quicker by over a second per Stank involved...so cruch that with 4 or five stanks, plus that they have a longer range to start hitting hit and that means a AGT gone 8-10 secs quicker than with a FT rush with 4 or more in a rush...

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Mon, 16 Sep 2002 05:32:00 GMT
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Yes a STank rush is more effective if you have enough and they come down together not spaced out. If GDI even gets a clue That they are coming its pretty easy to stop.

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Mon, 16 Sep 2002 09:02:00 GMT
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definetly true...they have no armour what so ever from the weakest soldiers even...but as long as no one tards around and/or decides to for whatever reason attack the harvester to tip off GDI to watch out, then your good

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Mon, 16 Sep 2002 09:15:00 GMT
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The cheapest tactic on this map is the rocket soldiers in the tunnel. 5 rocket soldiers can really mess a base up before they die.Cheapest, meaning: least expensive. [September 16, 2002, 09:37: Message edited by: KIRBY098]

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Mon, 23 Sep 2002 23:26:00 GMT
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I always thought any WW map that had base defenses like OB and AGT was always a pretty balanced map. The outcome depended on Teamwork and Tactics. Maps without Base defenses should be owned by Nod always. (not the case though)Because of SBH and S-Tanks. Plus the always popular 5+ Flametank Rushes.and oh yeah, KANE LIVES!

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Tue, 01 Oct 2002 10:39:00 GMT
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Nod can use artys/light tanks to shell the whole GDI base without fear of retribution from the AGT, just like GDI can. Most people just don't realize you have to go along the sides instead of the top to do it. Even stealths can shoot the AGT without getting shot at by it on Hourglass.... you just have to use the sides instead of the top.

Subject: Hourglass... Unbalanced??? 18vs18
Posted by [Anonymous](#) on Tue, 01 Oct 2002 13:07:00 GMT
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This map is a lot of fun. If you're like me I always have a buddy with me so getting team players is not a problem. Working in groups on this map works best. Yet the best tactic is pure hell. Through everything at 'em and deploy nukes in the tunnel. GDI goes crazy looking for nuke and you come down on them like an asteriod about to destroy the earth.
