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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 Harvestor 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

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