
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 mammals, 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
