
Subject: Help me hourglass.mix strategy

Posted by [Anonymous](#) on Wed, 10 Apr 2002 13:29:00 GMT

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Ok -- if your Nod -get some FT's and rush the tower.some like top - some like sides...you need about 3 - 4 to make it easy...but - before you do that - run into the tunnels and attack - attack - attack.good way to earn credits -- (bring an engine along) Flamethrowers/Chem warriors/etc...get a MA and turn the turret around so it's facing the short end. drive up the hill and start shelling the T-Ref. Backup if incoming fire hits you.take a MA to the right side (same turn around turret strat) and hug the right wall -- start shelling the War Factory / Barracks.just as you target them. Your less exposed and sometimes take them out before they know what happened.But above all -- talk to your team and fight as one..... you will win more and enjoy it better....Be an Tech and mine the base (search other posts for strats)--- place some mines out on the chokepoints to knock out armor (helps obi hit them harder) and stop those pesky GDI Hotwires.Important -- use a tank/MA to BLOCK APV's and Tanks incoming. The OBI will hit them longer and you will squish the survivors.Stealth Blackhands out on the side roads are useful for hit and run/tank stealing. (and spying).
