

---

Subject: GDI Defensive Tactic for Hourglass

Posted by [Anonymous](#) on Wed, 10 Apr 2002 14:05:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I've been blindsided by the Nod rush to the powerplant on this level also. The best I've seen it is when three or four flamers come barreling in, drawing everyones focus, while a sneaky apc sneaks by in the confusion, dropping of techs and hotwires around the base (particularly the powerplant). Keep an eye on those rushes folks. We can't assume they'll head for the AGT (although, 9 out of 10, they do).And nobody but NOBODY has the right to flame someone who's been doing base D. If you don't think someone is doing enough, go and help, don't flame them. I ALWAYS feel stupid when a building get's blown and I was out in the field, I never blame anyone else. It's as much my fault for not being in base as it is anyone who was in there fighting the good fight.

---