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Subject: HourGlass map.... Worst Map? Opinions?

Posted by [Anonymous](#) on Wed, 27 Mar 2002 06:13:00 GMT

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quote:Originally posted by medbot1:My hated map has to be Walls (i think). The one with no base defenses and wall in front of bases. This map favors GDI big time. I have seen it and participated in mammoth tank rushes. You take 4 mammoths and attack nod as fast as possible. If you stick together and target same buildings, it's over. The only game I seen NOD stop this is when some how, someone got 2 artillery pieces on top of the wall, supported by techs. But if it's a server that starts you with mucho money....GDI should win everytime....so hence my dislike of this map...[  
March 26, 2002: Message edited by: medbot1 ][/QB]uhhuhh...until GDI can afford a mammy and

walls.

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