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

Posted by [Anonymous](#) on Tue, 26 Mar 2002 16:05:00 GMT

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Hourglass is pretty lame map only when you have a lame team. With good team work, this map can be a gas. Nod has to flame tank rush or bang away on one side with well supported artillery. GDI should use mammoths, the most scary tank in the game. When used in multiples with engine backup, can easily crush the enemy. Seen it done many times. Missile trucks can also be a good choice, but again, decent team backup is needed to protect your truck. 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]
