
Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 04:47:00 GMT
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The APC-behind-the-factory tactic almost never fails. I've done it like a dozen times and only failed once because there were too many tanks in the way. And who says you need three nukes? All you need is three technicians and an APC, one technician being yourself. That's definitely not hard to get together. GDI might be able to save one or maybe (MAYBE) even two buildings out of the three attacked buildings, but never all of them.
