
Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 00:01:00 GMT
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All GDI have to do to counter that tactic is to repair their buildings. One hotwire can keep up with a Mobile Artillery. There is a better tactic. When Nod, buy an APC and a Hotwire. Rush the base - but DON'T stop at the AGT! Continue behind the warfactory. From there, you can either stop and bomb the factory or continue behind the refinery and take out either that or the powerplant - and those places are hardly ever mined. When GDI, use medium tank rushes. If you approach the Obelisk from the side you can get all the way up to it with your tank still intact. Then you can choose between Obelisk, Hand of Nod and Airstrip. Very rarely are all three buildings mined. Btw, IMHO Under is the worst map. Or Fields (Fields is exactly like Under except you can evade the AGT instead of the Obelisk. Booring). [March 25, 2002: Message edited by: Devon]
