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Subject: Hourglass

Posted by [-Tech-](#) on Thu, 08 May 2003 23:48:38 GMT

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I think Hourglass is probably my favorite map. All the strategies you stated are valid, and I didn't even know about parking on the tunnel entrance. I wondered why so many vehicles tried to park there, kept falling off and blowing up.

While I agree that Medium tanks are excellent units, they do have their weaknesses. Mobile Artillery, if aimed right, can pick off pretty much any vehicle in comparatively few shots. Another way to destroy a Medium - or even a Mammoth for that matter - is to rush up to it in a Flame Tank, get REALLY close so their barrel is going "through" you and they can't make a hit, and torch away. I've had it done to me - very frustrating. The FT nailed me right as I was coming out of the Weapons Factory, shoved me against the back wall and blew me up.

Back to the map... Med tanks are very useful, but Mammoths RULE ALL at base defense and killing Flame Tanks. Anywhere else IMO, they're just targets.

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