
Subject: Re: Public announcement: Points Bug Fix
Posted by [m1a1_abrams](#) on Wed, 26 Sep 2007 22:49:45 GMT
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I dunno, I always found GDI to be very strong mid-late game Hourglass, because of Mammoths on the hill. Get a couple of them up there and they basically kill all Artillery and infantry with homing Tusk Missiles. Stealth Tanks work good as a counter, because they can trade missiles with the Mammoths from behind the hill, and can strafe about whereas the Mammoths just get hit... but if the GDI has PICs up there, they can't kill them like the Mammoths can kill Raveshaws. And the Mammoths can shoot the Obelisk from the hill.

Without the points issue to worry about, I would expect GDI Mammoth Tanks to really dominate Hourglass. Especially in larger games where there's no chance of getting in around the sides.

It might end up being fairly balanced in the sense that Nod has a better shot at taking control early, with GDI getting hard to stop if they can hold off the Artillery for long enough.
