
Subject: Online Strategy Discussion Topic For MapName_C&C=Hourglass.mix (GDI)

Posted by [JoeBro](#) on Mon, 14 Jul 2008 19:18:15 GMT

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MapName_C&C=Hourglass.mix: (GDI)

GDI. When it comes to vehicles, GDI is packed with them! Though slow, they have more armor than Nod by comparison. Use this to your advantage. By either a Medium Tank or the all-powerful Mammoth Tank and use it to either defend your base or defend the top of the hill. You could use them on the side pathways, but they usually get destroyed. When they are on the hill, use them as a shield to protect other artillery and infantry (just don't get em' too close to that Obelisk). If you barely have any credits (such as at the beginning of the game), by a Grenadier. They may take a while to get used to, but you get a big advantage. Bring him near the top of the hill and shoot upwards to destroy enemy artillery and vehicles while you hide on your side of the hill out of range (because you're too low for them to shoot you). Also, if you're the engineering type guy, get Hotwire and defend friendly vehicles by repairing and laying Proximity Mines on them (so when a friendly vehicle runs into the enemy, the mines will blow up causing extra damage to the enemy unit, but none to the friendly unit). Also put down Proximity mines at entrances to your base (including that tunnel entrance). Also, snipers are only useful when the hill is under your control and the enemy defenses have been taken out (then you'll have a high advantage point of the whole enemy base for sniping!). You could also rush in a bunch of APCs and Humvees filled with engineers and soldiers to storm the enemy base (use this strategy after their power plant or defenses are taken out)! And, keep those tunnels defended! Other special units such as Mobius, Havoc, Sydney, ect., are best for tunneling attacks. If you do keep the tunnels guarded, it can give you a great advantage: If you destroy enemies going through the tunnel entrances, they'll never be able to reach your base (so they can't land mines or kill your friendly men [if your friendly men are retreating or something]). That's all my strategies for MapName_C&C=Hourglass.mix. If you think anything should be added to this topic, please reply . Thanks for reading this long, long, long, long, long, long, long, multi strategy guide!

Nod version coming later on today...

Subject: Re: Online Strategy Discussion Topic For MapName_C&C=Hourglass.mix (GDI)

Posted by [sadukar09](#) on Mon, 14 Jul 2008 19:52:49 GMT

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