
Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Wed, 10 Apr 2002 13:04:00 GMT
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My strategy is not good enough!! As NOD i stand on the middle at the hillbut i get killed all the time!!But the good thing is that i win. Please give me a better strategy on hourglass.mix.
In game name Blixten31

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Wed, 10 Apr 2002 13:06:00 GMT
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Dont stand on the middle of the hill...

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Wed, 10 Apr 2002 13:17:00 GMT
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HA HA HA!! Very funny

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Wed, 10 Apr 2002 13:29:00 GMT
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Ok -- if your Nod -get some FT's and rush the tower.some like top - some like sides...you need about 3 - 4 to make it easy...but - before you do that - run into the tunnels and attack - attack - attack.good way to earn credits -- (bring an engine along) Flamethrowers/Chem warriors/etc...get a MA and turn the turret around so it's facing the short end. drive up the hill and start shelling the T-Ref. Backup if incoming fire hits you.take a MA to the right side (same turn around turret strat) and hug the right wall -- start shelling the War Factory / Barracks.just as you target them. Your less exposed and sometimes take them out before they know what happened.But above all -- talk to your team and fight as one..... you will win more and enjoy it better....Be an Tech and mine the base (search other posts for strats)--- place some mines out on the chokepoints to knock out armor (helps obi hit them harder) and stop those pesky GDI Hotwires.Importantly -- use a tank/MA to BLOCK APV's and Tanks incoming. The OBI will hit them longer and you will squish the survivors.Stealth Blackhands out on the side roads are useful for hit and run/tank stealing. (and spying).

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Wed, 10 Apr 2002 13:47:00 GMT
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There is a really easy way to win on Hourglass as Nod. Get an APC and a Hotwire and rush the base - but don't rush the AGT! It's always mined. Instead, proceed behind the War Factory and from there you can access any building except the AGT and the Barracks.

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Wed, 10 Apr 2002 19:08:00 GMT
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Thanks Devon. I hope to use this against you someday. I appreciate you telling us your secrets. THANKS ALOT!!!!(I won't tell you mine though.)

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Wed, 10 Apr 2002 20:32:00 GMT
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hourglass i think is my least favorite map. if your side is not organized, then it's an exercise in futility to be able to do much. at least that's my experience. try and try to call for a rush on the enemy base only to see everybody just doing their own thing. even coordinated rushes fail often on that map. i've never tried the 1 man apc rush, but i know a guy that did it for our team once, so i know it works. i just never think of it in game cuz i'm usually playing D...

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Thu, 11 Apr 2002 12:54:00 GMT
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Just a funny note on Hourglass, last night I joined a 24 ppl game, our team seemed to be the aggressors, the lag got worse til it was in the 5000s, we rushed OBY with 2 flamers and a APC with 3 of us in it, the attack lasted for several minutes right under the OBY, I couldn't figure it out, I couldn't even find the door and seen a mobius shooting me point blank, in a slow strobe, I wouldn't die. I finally died in what seemed like 4 min's, but I guess the lag made it seem that long, Funny!

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Thu, 11 Apr 2002 18:28:00 GMT
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I've taken the AGT out alone w/ a flame tank. If GDI doesn't have advanced units nor tanks, block the door so Hotwires can't get in to repair it. I didn't block the door once, and just as I was about to destroy the AGT, 2 Hotwires got in and repaired it to full health. I once was even able to place a nuke beacon in front of the AGT, w/ GDI destroying my flame tank w/ medium tanks. Don't ask how, but I killed one Hotwire that tried to difuse the beacon w/ me standing right on top of it. A few bullets to the head stopped her.

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Thu, 11 Apr 2002 20:31:00 GMT
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Whats with all the Nod tactics for Hourglass? Nod (almost) always wins on this map Lets hear some GDI strategies!

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Thu, 11 Apr 2002 21:26:00 GMT
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GDI Strategies for Hourglass:1. Pray like h3ll Nod isn't organized enough to collect four flame tanks for a rush.....The real problem is that GDI needs really good balance between offense and defense on this map.You need two tanks in base, blocking the sides of the AGT to prevent both flame rushes and APC rushes. But, it can't sit on it's can the whole game defending either, and expect to win. One good strat that I've managed to pull off a few times (on the rare team oriented game), is to, again, make sure to have two med's or mammoths at your base entrance, ready to fend of flamers (and at least two techs ready to repair the AGT). The second step is to have a well loaded APC ready to bolt at the first sign of a flame rush. For this to work, you HAVE to wait for the flame rush. Once you see the tanks coming, take off toward the enemy base. If the flamers are coming in from the top, go the side route. The reason this often works is because Nod usually spends so much energy putting the flame rush together that their attention is usually on it, and not on their base, so it gives a good window of opportunity for rushing. Again, this tactic is rarely usefull, as it requires too much coordination, and, I'm sure if you could organize your team that well, there would be plenty of better strat's than this you could arrange.....

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Thu, 11 Apr 2002 22:09:00 GMT
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what if flames come from all 3 sides?

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Thu, 11 Apr 2002 22:15:00 GMT
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Then, my friend, you are playing against a very well organized team, and I recomend putting your head between your legs and kissing your a** goodbye No really, I would still have the apc take off toward the base. Worst case scenario is that you distract a couple of the tanks, best case you pull it off and roll into the NOD base undetected. Like I said, I'm sure there are hundreds of better strat's if you can organize your team. Heck, I think having an organized team period is probably the best tactic around. Very good communication can stop any flame rush.

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Fri, 12 Apr 2002 07:18:00 GMT
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GDI Tactics. Mine the AGT - Plant at head level in door and right in entrance. Mine the PP - Plant at head level in door and wall. - plant on floor on either side of middle console. (the Noddies seem to APV/FT rifMine out by the two entrances to the base - two strips - about 5' apart. (this is to take some armour off / kill survivors of tanks exploding)(only use about 20 mines - leave some for the "i gotta mine something else"Get 3 MRLS and sit behind the little walls up front. (blocking the paths - watch out for harvy coming out)Have hotwire support. Have two hummers on each side - by tunnel exits and let them start hitting the incoming -(gunners/officers riding shotgun) prearrange a quick comm code so the team at the base knows something is coming that way.. (if you hear "Defend the war factory - they are coming on the right)("Defend the Barracks" they are coming on the left) Die if you must - but slow them down.. Must have team communication - "FTs Top/right/Left/ALL"start to target them with the MRLS- try to hit one at a time with all 3 - if you can. Block when they get danger close...By this time - everyone else in the base is pounding them. Hoepfully the hotwire can keep you alive long enough to blow em up. If you survive that - get some med's to be your blockers (2 at base - 2 on slopes (they can roll back and block or block over the top)Have a couple of MRLS in the base to pound on them. Now for attack -- Take gunners/officers/hotwire/engie to tunnels and pound on the turrets. drop c4 out of tunnel to kill any enemy coming in. Move up 2 MRLS's, hummer (loaded with gunner/officer) to the right side and pound on the HON. Do the same on the left - but hit the OBI or Air..(i prefer the air -- no ft's)try to do it at the same time -- with people in the tunnels. When you get enough - 2-3 mobies as BD's (in med tanks) make a pretty good stopping force. As stated in other posts - two mamies blocking work great also -- use the Tusks when they get close. While your pounding them - run in a APV with some Hotwires and mine fodder - let the mine fodders run in to take out mines - hotwire the obi - and remember to leave a driver in to cover you with the mg. If your succesfull in taking out the Obi - run to the HON/Air and pound on them/or kill the regenerating Noddy s*** ... (lol)These are some tactics that i have used/seen and they work --add anymore that you may know.

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Fri, 12 Apr 2002 21:08:00 GMT
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Remember, it's Nod, not NOD.

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Sat, 13 Apr 2002 07:15:00 GMT
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Yes 0-0 i remember....

Subject: Help me hourglass.mix strategy
Posted by [Anonymous](#) on Sat, 13 Apr 2002 13:51:00 GMT

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ohh hourglass, there's just so many things to do on this map. its why I like it.as Nod, you have to make an early flame rush of at LEAST 6-8 tanks. now that the game's been out for 2 months people who are on GDI know how to defend here. all you need to foil a flame rush here is a horde of med tanks and some mrls's and some sydney/PIC.another fun nod strategy is taking 2-3 Artillery onto the top of the hill and pound on the big flashing stick on the GDI refinery. if the GDI team is sleeping, you'll have it dead in seconds. otherwise, you rack in the points until a tank finally comes and gets you.and also another fun trick for Nod is to get 3-4 artillery on the side roads with technicians for repair. have them all pound on the weapons factory or infantry barracks. Like the refinery rtick, if GDI is sleeping you'll kill them both. but if you do it early enough they will never see it coming until they hear "GDI Weapons Factory Destroyed".The best tactic for spying is using the rock at the top of the hill I have dubbed as the "spy rocks". on either side of the hill on the very top is (coming up the Nod side) a small rock on the left side. get in a buggy and hide behind it for a totally clear view of the GDI base. and in the center of the top get a humvee behind the bunch of rocks there and sit there for a perfect view of the Nod base to warn your team when a flame rush is coming. Once the GDI AGT is killed from a flame rush, just use stealth black hands to take out the rest of the GDI base.If your on GDI and your AGT is killed from a rush, dont worry. this is probably the only map where you can survive with no defenses. there are only two ways into your base, so stick a mammoth in both entrances and completely block them off, and then mine the sides of the mammoth to make sure no stealths sneak by. keep meds and mrls's behind the small metal walls for support, and a contingent of hotwires and engineers about to repair your defense forces after a rush and to disarm any beacons that may have been set by a smart stealth black hand that got by.Easy enough. I always use these strategies and they always work.

Subject: Help me hourglass.mix strategy

Posted by [Anonymous](#) on Mon, 15 Apr 2002 17:19:00 GMT

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This is basically how my Hourglass strategy goes if I am on Nod (preffered side). There need to be at least 8 people on your side for this to work at optimum efficiency: Have 3 people buy Flame tanks, everyone else except one buys Mobile Artillery. The one extra person gets black hand sniper or Sakura. Everyone goes to the top of the hill. Flames come down first, rushing AGT, also drawing its fire. Then Mobile Artillery and sniper crest the hill, and... guess? After flames are finished killing AGT (shouldnt take too long) they should go and wreak havoc on the scared GDI troops, who have long since wet their pants. One tip: After AGT, kill Weapons Factory so GDI cannot buy Mammoths or other tanks to get in your way. Have Fun!

Subject: Help me hourglass.mix strategy

Posted by [Anonymous](#) on Tue, 16 Apr 2002 00:21:00 GMT

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Remember, thats why people don't like you.

Subject: Help me hourglass.mix strategy

Posted by [Anonymous](#) on Tue, 23 Apr 2002 10:27:00 GMT

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quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD.Remember, it's "Brotherhood of Nod", not Nod.
