
Subject: GDI Defensive Tactic for Hourglass

Posted by [Anonymous](#) on Wed, 10 Apr 2002 13:53:00 GMT

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Yep -- good tactic --BUT -- you have to save 1500 vs 800.so you should start with some MRLS (3 to kick some) and Hotwire - and you can start slamming them before they get close.and when they get danger close - block them and the AGT should finish them.(you may lose the MRLS -- but you should have enough for a med/mamie)for this to work - you need:warnings that a tank rush is coming (right/top/left)good driving skills and good shooting skills (notice how the MRLS missiles go where the target ring goes...)When i am BD on that map - i try to keep a tank to block incoming - but someone always manages to hop in when i'm repairing and tear off (*Boink* a few seconds later)And you made a key point - it takes two tanks to block.One game - two FT's came over top - the rest of the team took off to the right (dont know why - we were told a rush was coming over the top) - no one came back -I even asked the MRLS to come back -- but they kept going.i was in a med - started to engage on Ft' (the one the AGT was hitting)and the second FT just flew by and went right to the PP. (couldnt block both.)well - the first FT blew -- the driver/pax died. and i tore off to the PP.(did a quick "Help - pp"got to the back and there is the FT (flaming the PP) and a tech repairing him.. (Good tactic BTW)well i engaged the tech - but he got in the PP - so i started on the FT -- i managed to kill him - but - the tech blew the damaged PP with C-4.meanwhile - two more FT's came over the top and toasted us.and to top it off - i got yelled at "Stone - i thought you were on base defense!" by some wit.I type backed - "one tank cant stop two -"(thinking - not with team players like you...)ahhh - makes you want to stop and wonder why....the only ray of hope was that the Nod team was well organized. and made me realize that the PP is open to attack by a determined attacker. (so mines should go there)Wish i was on the other side....
