
Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Wed, 27 Mar 2002 00:57:00 GMT
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quote:Originally posted by eg:one nearly unstoppable tactic I never see anyone use...Drive Artillery upto the hill near the top, turn it backwards and have it face your base.Turn the Turret around with the 'V' key and sight it on the GDI base. Level the turret and start hitting the refinery stack. You can even hit the War Factory and Powerplant if you move forward a little.From a safe location, you can take out the GDI base. If you see Infantry or vehicles headed towards you, back off a little and blow them up as they crest the hill.For added protection, bring a couple of infantry defenders (snipers, Chem troopers) and an engineer.You can use multiple Artillery this way, just make sure you have someone to protect and repair the Artillery.I haven't found a GDI version of this tactic yet.Warning: Sometimes you will find yourself being banned for doing this or the server shuts down. It isn't your fault, some people just can't stand to loose.[March 25, 2002: Message edited by: eg]Something else I always do that works with both sides is drive an Artillery/MRLS around the corners, as close as you can without being shot by the defense. Then you can hit the War Factory/Airstrip on the left side and the Barracks/Hand of Nod on the right --- at least I think that's the way it is. Anyway you can blow something different up from both sides.
