
Subject: Hourglass

Posted by [Adnecles1](#) on Tue, 04 Mar 2003 23:22:58 GMT

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Here is a nice GDI tactic for hourglass. Beginning there is what we all know as point whores who sit on top of hill and pound the refs of either team well with GDI buy a mrl and sit facing oppisite hill near ref and hold v and target those pesky arties, stanks, and light tanks on hill if see a flame rush coming all you have to do is turn around. As for Nod only thing I found is a Sakura in back of field for those pesky mrl's.

Subject: Hourglass

Posted by [Ren Sizzlefab](#) on Tue, 04 Mar 2003 23:59:36 GMT

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GDI - Sydney with PIC

Nod - Raveshaw

You can easily take out the point whores on the hill, and constantly be on the lookout for rushes and help take them out too.

You can also take out the Gunners etc. that try and attack from the infantry tunnels. They're just asking for headshots.

:twisted:

Subject: Hourglass

Posted by [Cpo64](#) on Wed, 05 Mar 2003 00:32:13 GMT

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One thing I have done as Nod is to pound the Barracks with an arty, then switch too the WF, and kill the engines as they run from one to the other. Also if a flame rush is going one way, I go the other way as backup and pound the GDI as they scramble to get rid of the flamers. Or just sit there and slow down APC's.

Subject: Hourglass

Posted by [Griever92](#) on Wed, 05 Mar 2003 03:57:39 GMT

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Ren Sizzlefab

You can also take out the Gunners etc. that try and attack from the infantry tunnels. They're just asking for headshots.

:twisted:

Yep, then theres the occasional sniper who you can take out in the tunnels as well

Subject: Hourglass

Posted by [Sk8rRIMuk](#) on Wed, 05 Mar 2003 10:15:57 GMT

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Don't hold V go to options then select turret lock and it acts in reverse so you always have that way of looking around and if you press V you use the old way but using turrets lock is the best.

-Sk8rRIMuk

Subject: Hourglass

Posted by [Cpo64](#) on Wed, 05 Mar 2003 17:32:17 GMT

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Sk8rRIMuk Don't hold V go to options then select turret lock and it acts in reverse so you always have that way of looking around and if you press V you use the old way but using turrets lock is the best.

-Sk8rRIMuk

I also found that if you push the scroll roller thingie in the mouse it switches between turret and vehicle lock, but that might be how I set up Renegade on my computer, I don't remember.

Subject: Hourglass

Posted by [\[sg\]theOne](#) on Fri, 07 Mar 2003 04:03:19 GMT

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Hourglass is da bomb ! Hourglass/Under & City Flying are my favs !

Best tactics :

- 1) Rush when they are rushing (but do a better job defensively/offensively)
- 2) Rush RIGHT AFTER they rush cause they will have far less tanks
- 3) Rush with an obscene amount of vehics (2mamies 3meds 2apcs w/beacons!!)

The BEST method IMO is to rush WHEN they are rushing ! The less ppl @ their base when u show up for the party the better !!

Subject: Hourglass

Posted by [cheeta30](#) on Fri, 07 Mar 2003 08:14:08 GMT

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thanks for the strategy, it works great

Subject: Hourglass

Posted by [snipefrag](#) on Sat, 08 Mar 2003 00:02:14 GMT

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Make sure the mummies are at the back of the field so the dont slow everyone dow otherwise you will get zapped to pieces.

Subject: Hourglass

Posted by [\[sg\]theOne](#) on Sat, 08 Mar 2003 01:04:03 GMT

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snipefrag[sgthe0ne]Hourglass is da bomb ! Hourglass/Under & City Flying are my favs !

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Make sure the mummies are at the back of the field so the dont slow everyone dow otherwise you will get zapped to pieces.

Big 10-4 on that !

Subject: Hourglass

Posted by [\[sg\]theOne](#) on Sat, 08 Mar 2003 02:37:09 GMT

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Does anyone use the follow the harvey trick on Hourglass ? I got into Nod AirS. easy as pie on multiplayer practice the other day

Look for AirS. lons in a game near you

Subject: Hourglass

Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 11:49:30 GMT

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[sgthe0ne]Does anyone use the follow the harvey trick on Hourglass ? I got into Nod AirS. easy as pie on multiplayer practice the other day

Look for AirS. Ions in a game near you

I use the harvy trick but not on hourglass because it is very tricky.

-Sk8rRIMuk

Subject: Hourglass

Posted by [Anlesauk](#) on Tue, 11 Mar 2003 13:43:46 GMT

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If the other team is pounding your Ref. from the hill, like they allways do, let the ref go! Don't keep repairing it! You really don't need it becasue you can get plenty of credits due to the massive amount of tanks that are easy to do damage to in this game. This takes away another engie from your team that can be used to help take out their tanks at the hill top, or defend your tanks as they blast away at the other team's Ref. I have had many a game where our side was losing in points, we had a good base defense, but the other team kep taking the hill and blasting the Ref. We would let the ref go, they would have no way to gain camping points, and by th end of the game we won by point lead. If your ref is gone, they will try and come in from the side and camp or closer over the hill to get other buildings, and you can use infantry or your tanks to chew them up! Try it, you'll like it.

Subject: Hourglass

Posted by [Uberfahr](#) on Tue, 11 Mar 2003 15:46:31 GMT

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Thats true, but the sad reason why you win without ref: noobs cannot buy expensive tanks and run into death anymore

Uberfahr

Subject: Hourglass

Posted by [Vegita246](#) on Tue, 11 Mar 2003 20:04:44 GMT

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Yeah but its an even sadder thing that when the n00bs cant buy expensive tanks they buy humvees an park themselves in buildings and get in the way of repair beams and stuff

Subject: Hourglass

Posted by [Ren Sizzlefab](#) on Tue, 11 Mar 2003 22:53:13 GMT

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That's a wimpy way out. You can get more points taking out the campers on the hill, plus it means they have less vehicles to rush with as the point wh0res are using up vehicles trying to camp. It only takes two high end characters to keep the hill clear of everything. Try it, your team mates will like it

Subject: Hourglass

Posted by [cheeta30](#) on Fri, 21 Mar 2003 22:44:48 GMT

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what you also can do, if you're GDI is buy a MRLS, and have 2 of your teammembers cover you then drive to the left side of the hill, and then you can shoot the airstrip and the obelisk by pressing the letter v ,aim and fire, from the other side of the hill you can shoot the Hand of Nod, ref, and obelisk, but it is not good to start with this side of the hill, because the Nod players usually come from this side to attack. (if you use this strategy have at least one player defend the base)

Subject: Hourglass

Posted by [NHJ BV](#) on Mon, 24 Mar 2003 16:52:35 GMT

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Also fun on Hourglass is to destroy nearly-dead enemy vehicles from their side of the tunnels.

Subject: Hourglass

Posted by [cheeta30](#) on Tue, 25 Mar 2003 09:04:26 GMT

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well the strategie for Nod is buy an apc fill it up with soldiers and yourself as technician then go into the advanced guard tower and place two timed and one remote c4, then cover the c4's and it is destroyed

Subject: Hourglass

Posted by [NHJ BV](#) on Tue, 25 Mar 2003 21:22:48 GMT

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cheeta30well the strategie for Nod is buy an apc fill it up with soldiers and yourself as technician then go into the advanced guard tower and place two timed and one remote c4, then cover the c4's and it is destroyed

...wow, I never thought of that!

[/sarcasm]

Subject: Point whoring on Hourglass

Posted by [spock333](#) on Thu, 27 Mar 2003 23:49:50 GMT

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I've only been playing a couple of months on - line and just recently discovered what "point whoring" was. Is the issue here that you don't actually gain any points for your team as the person repairing for the other team gains just as many points repairing?

If so I can see how it is rather a waste of time to attack the refinery from the top of the hill from a team perspective. The only advantage would be, I think, if your team was planning a rush. If you were attacking the refinery it would keep those repairing at the back of the base and give your team a better chance to take out base defenses.

One final question: so for those who like to battle at the top of the hill alternatively attacking the refinery or engaging other enemy artillery or the ever present soldier behind the rocks, what do you do when there is no one to fight and the refinery is being repaired faster than you can take it down?

Drive down the hill and around the side or just sit there without firing?

Subject: Hourglass

Posted by [NHJ BV](#) on Sat, 29 Mar 2003 09:47:04 GMT

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The point with Point Whoring () is that attacking a building gives you twice as much points as the one repairing it.

Subject: Point Whoring

Posted by [spock333](#) on Sat, 29 Mar 2003 17:39:57 GMT

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Then I guess I don't get it. Why not continue the attack in order to benefit your team and dare the enemy to do something about it if they can???

Also, when using GDI artillery since you can't really tell if the refinery is being repaired how do you determine if you are "point whoring"?

Subject: Re: Point Whoring

Posted by [NHJ BV](#) on Mon, 31 Mar 2003 09:55:55 GMT

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spock333Then I guess I don't get it. Why not continue the attack in order to benefit your team and dare the enemy to do something about it if they can???

Also, when using GDI artillery since you can't really tell if the refinery is being repaired how do you determine if you are "point whoring"?

If you press "K" you can see how healthy () any building is. Besides, you might notice it if it still isn't destroyed after 10 minutes...

Another aspect of point whoring is doing it from a place where you can hardly be destroyed, like the MRLS base2base thing on Islands.

Subject: Hourglass

Posted by [spock333](#) on Mon, 31 Mar 2003 14:32:22 GMT

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I agree, 10 minutes is a little long to be sitting in one place pounding a building. Also, thanks for the tip on using "K" to check health on buildings that's a new one to me.

I do agree that any kind of base to base is cheating like you mentioned with islands. However, it seems to me that in hourglass the top of the hill is a great place for battles with the winner being able to pound the opponents refinery for as many points as possible.

Subject: Hourglass

Posted by [kawolsky](#) on Mon, 31 Mar 2003 20:48:12 GMT

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I agree this is definatly the best time to rush.....
