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Subject: Map Ratings

Posted by [Anonymous](#) on Wed, 21 Aug 2002 04:32:00 GMT

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many good sniper locations. Its so funny to defend with an mendoza/moebius and sending all

reach the enemy base. Its a little unbalanced toward GDI since they can destroy your harvester early in the game too easy while their harvester is protected by the AGT.3.)Field - Great for tunnel wars and sniping.Dislikes (Maps wich i dont play anymore i just switch server):All maps without base defences - Stealth owns those maps because on public servers theres not enough teamwork wich is essential for GDI to keep their base alive so they are mostly won by NodCity & city flying - It takes too long to get some cash since the harvester has to go so far and it takes ages to reach the other base so this is the map i hate most.Under - Like field but the tunnels are useless to Nod since they cannot get past the AGT. On Field they can nuke the refinery and get into the AGT hiding behind the harvy when it passes the tunnel while GDI can nuke(ion) the ref from inside the tunnels so its fairer. Its too big in my opinion and i dont like the snow environment.So out of ten maps i only play 3 but those 3 are a hell of fun for me.

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