
Subject: Map Ratings

Posted by [Anonymous](#) on Tue, 20 Aug 2002 22:21:00 GMT

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For the most part I like them all, the only exception is Mesa, I just don't care for it that much, GDI just seems to have too much of an advantage. For those that don't believe me let's look. From the middle GDI can shoot four different structures safely hidden from the Obelisk. Also, GDI can APC/Humvee rush the Hand or the Powerplant, and rush the Hand and Powerplant with tanks. Points for GDI-5 From the middle Nod can shoot three structures, one from safety, one after crossing the AGT's range of fire, and one in the AGT's fire. Also, Nod can APC/Buggy rush the Barracks (but only for a beacon) and the Factory, and rush the Barracks and Factory with tanks. Points for Nod-3.5 From the right side (from Nod base, where tanks can't go) GDI can use Gunners to attack the Refinery, the Airstrip, and one of the turrents. Also, GDI can get snipers that can shoot anyone between the Airstrip and the Refinery. Points for GDI-3 Total-8 From the right side Nod can shoot the Refinery (though only without the benefit of GDI's Gunner) and use a buggy to get away from the AGT. Also, Nod can get a Sniper that can shoot anyone behind the refinery. Points for Nod-2 Total-5.5 From the left, GDI can get a shoot at the Airstrip, the Refinery, and a Turrent, and a Sniper can shoot anything between the Airstrip and the Refinery, and GDI can APC/Humvee rush the Strip or the Powerplant (Mainly beacons from behind), and they can also rush the Powerplant, Strip, and with enough tanks the Obelisk. Points for GDI-5 Total-13 From the left, Nod can shoot the Powerplant, and a Sniper can shoot in front of the Powerplant and a bit behind the Powerplant, and Nod can APC/Buggy rush the Powerplant, Refinery, AGT, and War factory, and they can also rush the buildings I just mentioned. Points for Nod-5 Total-10.5 GDI total= 13 Nod total= 10.5 Well, that's what I think at least. *Note* I consider using an APC to get yourself into position for a beacon as APC rushing. *Nother Note* The numbers I posted are based on my personal experience as to how useful they are and how easily it is for the other team to counter it.
