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Subject: Stalemates...

Posted by [Anonymous](#) on Fri, 08 Mar 2002 21:20:00 GMT

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On some maps, it seems that after the first couple of minutes the game goes into a stalemate. This happens the most on levels where there is only one vehicle access and only one troop access to a base. The two sides just sit there and pound each other but not gain anything because when hurt, people go back to safety and heal. After a few minutes these stalemates get really boring and nobody gets scores, kills or even gets close to an enemy building to even attempt to disable it. The stalemates happen because every unit has so much health that he/she can stay in the battle and then judge when he/she should get out very accurately. That is why I believe that there should be more maps like hourglass that have multiple vehicle access points and flanking is possible.

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