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Subject: Core Patch 2 Map Poll #3

Posted by [flyingfox](#) on Wed, 18 May 2005 15:08:59 GMT

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They don't do anything for its gameplay though, and you said they were a high point of the map.

ok, so I was wrong about the mines. they seemed like that the last couple of times the map was played. And they actually do 250 damage, which is BS, that kills all normal and officer class soldiers in one go.

actually, a few of the WS maps are enjoyable. volcano, walls, complex, they don't force you to battle as there are alternate routes. neosaber's tunnel system on that map consists of long, straight tunnels with nowhere to hide except in one room, which has cover specifically for fighting purposes (at least that's how it looks). none of the tunnel routes even lead to the base, or near it, except the one that leads out to the middle of that minefield. It's just a snipers' haven, and easy to defend from enemies. If they go the other way, they'll be caught by vehicles on their way out of the base. shouldn't be that way -- the bases are defended entirely on business and chance-encounter, not so much of people trying to specifically defend their base.

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