
Subject: Re: Renegade Maps

Posted by [JoeBro](#) on Mon, 04 Aug 2008 02:25:32 GMT

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Aircraftkiller:Glacier Flying is an official level, you missed that one.

whoops sorry about that

On Topic:

(1 Under MAP RATING: *** The first Ren map made by WW, it is also one of the most "team-oriented" maps too. While this may be good for some players, it can create a problem: 1. In most servers, players don't cooperate very well. This can be a real pain because the way the bases are set up; only two entrances to get in and both are guarded by base defense. While a frontal assault is possible, it is very rare even the most experienced player can destroy a building themselves because of the base defense and other players guarding it. And while you can attack with infantry at the base via cave access, that entrance is still protected by defense and infantry can't do much damage against buildings anyway. 2. While even though a team might fight together, it is still very hard to destroy the enemy base. The main base entrances are usually always protected by vehicles and infantry and almost impossible to penetrate (unless the opponent team really sucks). Even with well-coordinated rushes, there is always at least some enemies in your way. And if your rush fails and you build up another one very quickly, by the time you get to the enemy base, they are already pumping out vehicles like crazy to destroy you again... Battles usually last a long time and the game is usually won by points, not base destruction. While I haven't found any bugs on this map, there might be a few I don't know about. If you know any, please feel free to post it.

(2 Volcano MAP RATING: **** Another map in Ren, it is sort of related to Field. This map is loaded with sniper nests. The best way to get to the enemy base is by vehicle transport or tunnel access. While tank battles are the main tactic to winning, it is still possible to sneak in the enemy base undetected via tunnel access. The only problem is that the cave is always protected by snipers so you don't really stand a chance getting there... A good APC rush at the beginning is a definite for a win because there is no base defenses to stop you. While battles in the tiberium field can be pretty hectic (and is usually where the main battles take place), it is really the best way to destroy the enemy base. Engineers beware though; snipers are on the elevated walkways near the tiberium field are itching to kill you so be aware of your surroundings at all times. I'd probably say both teams are pretty balanced here (though usually GDI has a slightly better chance at winning), because GDI has good firepower, while Nod gets to use its stealth tactics to its fullest (because there is no base defenses). Battles on this map are pretty fun, especially if your Nod, but they can get pretty repetitive. Still, I haven't noticed any bugs, so if you see any, feel free to post.

(3 Islands MAP RATING: **** In a beachfront setting, you may think this map is of peace and tranquility... WRONG. This is one of the most deadly places to be. The underwater tunnels are deathtraps, and the islands are your tomb. There isn't really ANYWHERE safe to be on this map. Snipers nests everywhere, enemy vehicles around the corner... this is just a deadly place to be. For infantry attacks, you should stay in the tunnels. But if you want to storm the enemy base, it's

gonna be a LOT harder. While GDI might win because of brute force, Nod also has a fair share in this battle mostly because of their stealth capabilities (such as an SBH and a nuke). Artillery works pretty good on this map. As well as flame tanks and APC rushes. A buggy/hummvee can be used, but are useless for bigger battles. You also shouldn't really buy expensive people that often because of the many hidden sniper nests in the map. Also, I've noticed that if you have a rocket weapon of some sort, you can actually attack the Hand Of Nod without even being in sight of the enemy base! Amazing! But most people know this already. Another hint: ALWAYS have vehicles at your base for defense no matter what side you're on. I've noticed on some battles how the opponent left all their vehicles out in the field instead of some at the base. So when my team destroyed the remaining vehicles in the field, the enemy didn't have enough time to rebuild a defense force and they lost their base. Sad really... Anyway, like I said before, I haven't noticed any bugs on this map so if know of any, feel free to post.

- (4 Mesa coming soon...
 - (5 Walls & Walls_Flying coming soon...
 - (6 City & City_Flying coming soon...
 - (7 Canyon coming soon...
 - (8 Complex coming soon...
 - (9 Field coming soon...
 - (10 Hourglass coming soon...
 - (11 Glacier & Glacier_Flying you post...
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