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Subject: Re: new maps

Posted by [crazfulla](#) on Sun, 28 Aug 2011 03:49:58 GMT

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not every map favours stanks. A lot of them have bottlenecks like hourglass either in the base or just before it so stanks are easily guarded against. But then there are ones like Terrace where it is literally impossible to defend against stanks.

Anyway I think the reason not many maps are included is because no one who is any good makes them anymore. Gone are the days of Titan1x77, Halo38, Slash0x etc.

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