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Subject: Map Ratings

Posted by [Anonymous](#) on Sun, 18 Aug 2002 13:43:00 GMT

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List here each map, what you like about it, what you don't then give it an overall rating out of 10. Canyon I like because if you like being sneaky like me (hehe) there are loads of places to hide around in and stuff! Hate that there is no base defences, because seeing as this is my favourite map I want games to last for a while, but they never seem to.. 9/10 City Only played on it once or twice so can't say much lol. City Flying I have had some of my best games on this map and I love how at the start (in most games) everyone goes to that middle section and has soldier wars! I hate that this is one of the most popular maps and although I like it I wish people would play Canyon more! 7/10 Complex Don't really like this map..... but it is ok for sniping I guess. I hate this map because games on it are over so quickly you never get chance to do much. 3/10 Field My third favourite map. I love sniping only games in the tunnels and tank wars on the actual field are good. I hate that GDI always seem to win! That's good when I am GDI, but when I'm not... 8/10 Hourglass Okay map because I'm quiet good on this map and am always up in the top three. I hate it because whenever I go up on the hill I can never ever hit any of the opposite teams structures! I just don't know why! 5/10 Islands I like the set out of this map and I love being havoc or sakura and sniping people in their own base. I hate it when I'm Nod and GDI are hitting your \*\*\*\* HON with Gunners from inside their base! 6/10 Mesa I like how there are always big tank wars in the middle (where the harvesters collect tiberian). Mesa games always seem dead laggy to me! I have no idea why but they do! DOES ANYONE ELSE HAVE THIS PROBLEM? PLEASE POST SOMETHING ABOUT IT IN YOUR REPLIES! 4/10 Under My second favourite map, so much to do! It's great being a stealth tank waiting on the hill for a Mammoth to pass then driving up behind it and taking it out before it gets one shot at you! Like field I hate it because GDI always seems to win! 8/10 Volcano Great map, you can do anything on it! Sniping, Tank Wars, Engi rushing! Hmm... not many people play this map and when they do the games are usually no bigger than 3 on 3s.. 7/10 Walls Never really played on this map, people never use it. Walls Flying Okay map, I love being a stealth black hand cause he seems to blend in with the environment. I may be the only one but I'm not keen on flying vehicles (the choppers are ok). Games usually end too quick on this map because of the flying vehicles. 6/10 Now everyone else reply. I understand if you can't be bothered to though... If you really can't be bothered to list all of em just do your 2 favourite maps and your two worst maps!

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Subject: Map Ratings

Posted by [Anonymous](#) on Mon, 19 Aug 2002 07:29:00 GMT

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No one can be \*\*\*\*\* I guess then lol.

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Subject: Map Ratings

Posted by [Anonymous](#) on Mon, 19 Aug 2002 08:11:00 GMT

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Walls: 8/10 --- nice design, sniper heaven, no defences, easy beacons. City: 9/10 ---- nice for long

battles,good sniping areas.field:10/10-----my fav map,huge tank wars, good infantry wars, stealth and surprises tactics flourish.under:9/10-----large tank wars,sniper heaven,once gdi get a tank in the valley though quite often theyve won.Volcano:7/10 nice design.Game over too quick.Islands:6/10-- nice for a while but gdi 0wnz Nod most of the time,from the start with the mrls trick.complex: 7/10-----Only map with a real under ground deathmatchy system,thats not used as it could be.Canyon: 8/10: no defences..easy access to refinery via tunnel.... nice tunnel system and design.Hourglass 5/10---Not a map I enjoy. tank battles are few and short...rushes aplenty,Nod onz on this map most of the time, a little Buggy too.Mesa:7/10---Good for fairly big armor battles and sneak attacks,sniper heaven.Too small though.Metro 7/10---nice design especially nice sewer system and light guard tower additions.However nod obelisk range is too long and they are too close overall.Overall then my fav map is field and wporst is hourglass.

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Subject: Map Ratings

Posted by [Anonymous](#) on Mon, 19 Aug 2002 09:51:00 GMT

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As long as the game is sniper, they all rule. My favorite sniper map is complex. Least favorite is hourglass.

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Subject: Map Ratings

Posted by [Anonymous](#) on Mon, 19 Aug 2002 10:15:00 GMT

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I sort of like them all - for the reasons mentioned above...But i would say Hourglass is my favorite..Nothing like seeing 8 FT's or Mamies coming over the top of the hill - and destroying them with my Mobie/Ravie....(with alot of backup btw)And when they get stuck on rocks or roll off the tunnel -- lol!

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Subject: Map Ratings

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

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theyr all ok, but walls! oooooooooo, now theres a good map

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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 to much of an advantage. For those that don't believe me lets look.From the middle GDI can shoot four diffrent 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.

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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 mentiond.

Points for Nod-5 Total-10.5 GDI total= 13 Nod total= 10.5 Well, thats what I think atleast. \*Note\* I consider using a 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.

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Subject: Map Ratings

Posted by [Anonymous](#) on Wed, 21 Aug 2002 03:02:00 GMT

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Yeah I always thought this that once gdi has a hold in the tunnels.. Unless Nod are very well co-ordinated together, Gdi will win. Same on under, once gdi dig themselves into the valley area.

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Subject: Map Ratings

Posted by [Anonymous](#) on Wed, 21 Aug 2002 03:06:00 GMT

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Walls: 8/10 City\_Flying: 9/10 field: 5/10 under: 6/10 Volcano: 7/10 Islands: 7/10 complex: 8/10 Canyon: 8/10 Hourglass: 4/10 Mesa: 7/10 Metro: 7/10 City and Walls were my favorite maps since the beta. City\_Flying is even better. =) Under, Field and Hourglass are to much tank fights. Islands is a good map when people don't use the MRLS bug. When you think the range from OB is to big on metro you \$uck. GDI can easy counter it.

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Subject: Map Ratings

Posted by [Anonymous](#) on Wed, 21 Aug 2002 04:32:00 GMT

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many good sniper locations. Its so funny to defend with an mendoza/moebius and sending all reach the enemy base. Its a little unbalanced toward GDI since they can destroy your harvester

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early in the game too easy while their harvester is protected by the AGT.3.)Field - Great for tunnel wars and sniping.Dislikes (Maps wich i dont play anymore i just switch server):All maps without base defences - Stealth owns those maps because on public servers theres not enough teamwork wich is essential for GDI to keep their base alive so they are mostly won by NodCity & city flying - It takes too long to get some cash since the harvester has to go so far and it takes ages to reach the other base so this is the map i hate most.Under - Like field but the tunnels are useless to Nod since they cannot get past the AGT. On Field they can nuke the refinery and get into the AGT hiding behind the harvy when it passes the tunnel while GDI can nuke(ion) the ref from inside the tunnels so its fairer. Its too big in my opinion and i dont like the snow environment.So out of ten maps i only play 3 but those 3 are a hell of fun for me.

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Subject: Map Ratings

Posted by [Anonymous](#) on Wed, 21 Aug 2002 06:25:00 GMT

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"while GDI can nuke(ion) the ref from inside the tunnels so its fairer."i think ure getting under mixed up with field....under the nod ref is the other side of the map from the tunnels....field is where u can ion ref

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Subject: Map Ratings

Posted by [Anonymous](#) on Wed, 21 Aug 2002 07:25:00 GMT

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Walls - 8/10Walls\_Flying - 7/10City - 5/10City\_Flying - 8/10Islands - 8/10Field - 9/10Under - 9/10Mesa - 6/10Hourglass - 5/10Volcano - 8/10Canyon - 6/10Metro - 7/10

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