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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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