
Subject: Renegade Alert: Tweek's Mappack

Posted by [m1a1_abrams](#) on Sun, 17 Oct 2004 11:46:51 GMT

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Most of the terrain itself looks pretty good in my opinion. The problem with these maps is that they're too ambitious and complicated. On one of the maps the Allies have three separate bases, which will be really hard to defend... and giving the Soviets three Tesla Coils in close proximity to each other is just crazy. He has the ability to make nice looking, realistic terrain (a few unnatural looking angles and dodgy vehicle blockers notwithstanding), but the layout of the maps need more thought in terms of the gameplay being balanced and fun to play online.

That said, I thought there were some nice little touches like the way that the rocks are piled up on top of each other in some places. The underwater cavern is a cool idea on the naval map, but I don't think it was realised very well. The top of the peak above water looks nice in the distance though. At first I thought that it would be an unreachable piece of scenery, since it's too far away to be of any strategic importance.
