
Subject: Fan Map Night today at 6:00 P.M. Eastern.
Posted by [flyingfox](#) on Mon, 13 Oct 2003 03:20:05 GMT
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John Shaft Jr.First FMN I ever missed.

Well, Flight Deck yesterday was kind of sucky. You already know the game is going to be a stalemate, and that's exactly what happened. Half the team on each side camped. You could not get more than a few rockets at an enemy box until you were damaged or killed. Some people made it their prime objective to be a Stealth Black Hand with a sniper rifle, and that goes to show how eager people were to assault the base when they already knew it wouldn't work.

I think some of the problem is that the base is made up of one room and as soon as you kill someone, they're back there to fight all over again while you try to blow up a structure. Stealthy tactics work nothing since people can camp & will see you enter the small base. Unless your a Stealth Black Hand, but how well will that do when it takes a while to destroy a box with a laser rifle and you'd be killed before you took one chunk of health off it. If you placed a beacon, you would probably be killed if not seen & shot before it was deployed. You would never be able to set it off since engineers catch you with remotes in a limited manouverable environment when your trying to defend your Beacon , & I'd brand someone an excellent player if they did. That & the fact you got engineers, Rocket Soldier Officers & snipers camping at the base and the limited entrances.

Don't get me wrong. I think Flight Deck is a cool map, and it's a nice idea. The music is good too. But I do not like to play on the map for the above reasons & will be leaving games if the map comes up.
