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Subject: CP2 Map Idea

Posted by [liberator](#) on Sat, 22 Jan 2005 19:44:12 GMT

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Silent KaneLunar Landing is like the ugliest map ever made.

All that ever happens is a couple of players get orcas and camp the crater while their buddies use mlrs from just far enough outside their base to not be considered B2B, then when the refinery/strip goes down they n00bjet their way to victory. It happens the same way every damn time I play that map. Nod has to work 2-3 times harder than GDI to win, conversly GDI just about have to do nothing in order to lose.

That's the problem with most fan maps, one side or the other is favored so heavily it's a forgone conclusion who's going to win on a given map regardless of skill or teamwork.

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