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Subject: Core Patch 2 Map Poll #1

Posted by [flyingfox](#) on Sun, 10 Apr 2005 00:35:05 GMT

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am I the only one who doesn't like bunkers TS and thinks the original bunkers should go in? Bunkers was originally a WW map that never made it to the game so don't you think you should be adding pro-made maps like these as first choice? it's a map set at night, rainy, with base defenses on. apart from that it's the same as bunkers TS except it has no recon bike, missiles don't seek and the mammoth's tusk missiles are set to their defaults.

Gigantomachy is terrible as each base is hidden away in a corner behind the base defence, so you NEED vehicles to do anything. everyone who plays it grabs a sniper or APC. The FPS is horrible in a 16 vs 16 game. apart from that both bases are surrounded in nonsensical cliffs, what's that all about?

conquest winter is also bad because there is a single thin entrance to each base so it's always won on points as nobody can get into the other base.

Fortress? lol don't make me laugh because I'll end up puking all over it.

deth river was OK. the last time I played it it seemed balanced enough and there is something for everyone in it. basinTS isn't bad either. the other maps I think are good enough in that list are woodland, ravine, metropolis and MAYBE cliffs....can't remember what that map is like. if sanada could fix the FPS issues in woodland it might be good.....WITHOUT SNIPERS

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