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Subject: Re: CnC Reborn @ PlanetCnC

Posted by [Chronojam](#) on Mon, 29 Aug 2005 22:34:10 GMT

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gbull wrote on Mon, 29 August 2005 05:34well, for one. The only map I played, was way to damn open. It was almost flat the whole way through with hills thrown here and there. After that map, I purged the mod from my computer. and Soldier, I told you, I played that mod long before I even knew that ACK was a compulsive jackass. Better than the Westwood maps? Bullshit, westwood maps took strategy, skill, and teamwork to dominate effectively, but even the lone soldier can win the game for his team. Why did I bring up APB? To Fuck with ACK, any halfwit would see that, I just wanted to screw with him some more. I thought I would get some entertainment out of it, and I was right. Also, its very amazing that whatever ACK doesnt like is automatically deemed stupid, or an idiot.

Gbull, no offense but you played one map only, and I'm betting you never downloaded any of the fan maps. There's more quality fan maps then total maps for any incarnation of Reborn ever, just as a side note.

Also, Westwood maps all involved the same basic layouts, which I will now highlight, with one example apiece to get the idea across.

Layout one: "There is a path from here to there for the tanks, and a tunnel going the other way for infantry" (Canyon)

Layout two: "There is a wider path with 3 branches due to placed obstacles, and a tunnel going the other way for infantry" (Field)

Layout three: "Symmetrical, tiberium in middle and 3 paths directly from base with some infantry paths in the middle" (Mesa)

The bases had the same basic layouts. "Everything, base defenses" "Everything, except base defenses" This leads to basically a grind-it-out between vehicles in one small area, the occasional APC or stealth tanks around one side, etc. with infantry dicking around away from everything else really and being largely ineffectual against vehicles-- except a couple infantry being very effective, a huge gap compared to the rest. In terms of keeping the infantry and tanks fighting in one area, Under takes the cake, but that map sadly only has one base entrance for tanks due to it falling into map template number two.

Most Renegade Alert maps had at least two tank-exists from each base at the very least.

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