
Subject: Re: C&C_Last_Stand

Posted by [Dr. Lithius](#) on Wed, 08 Feb 2006 06:02:53 GMT

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Alright. As stated in the Core Patch 2 topic, this is officially my new favorite map in all of Renegade. Here's a summary of my take on it.

Pros

The dead refineries draw fire initially, but that could be the point. The map...is effing huge, too. The klaxon in the dead Power Plants is a nice touch as well.

Cons

The long, long distances between the bases makes for a rather lengthy trip using slow vehicles(Mobile Artillery, Mammoth Tank, etc.) GDI also seems to have something of an advantage compared to Nod, as most of the turrets sort of "turn a blind eye" to GDI units that are right out in the open, depending on where they lay. The wall-mounted turrets are also all but useless.

That's just my two bits. Don't wanna sound ungrateful and stuff... ^_^;
