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Subject: CP 1 and 2 Maps: Biased towards Nod?

Posted by [Greathobo](#) on Sun, 16 Apr 2006 20:49:00 GMT

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As I was going through the awesome (mostly) CP 1 and 2 maps, I noticed that the majority had huge amounts of terrain, or at the very least, very open bases. Perfect for Stealth Tank attacks, among other things. Thus, I must ponder if it really is fair for GDI on these maps. After all, an attack could hit anywhere with stealth, and so, GDI will have to defend every point and lose every encounter, or defend nowhere and lose the fight as well. Even in the best case scenario, with very, very good scouting, more GDI resources would have to be diverted to searching for the enemy attack, which would, again, severely hamper gameplay for GDI. Now, about those Mobile Sensor Arrays from TS...

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