
Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by [Goztow](#) on Tue, 18 Apr 2006 06:53:01 GMT
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To get back to the primary question: I don't like the huge maps neather, especially with a small amount of players and it seems that you'll always have a small amount of players on those maps as many still don't have them.

About NOD having stealth advantage, it all depends. You can say they have flame tank advantage on small maps. So in that case, they'd always have the advantage .

On wide open maps, GDI needs to camp much more and that's not really much fun.
