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Subject: Re: flamers vs mammys

Posted by [Starbuzz](#) on Fri, 17 Aug 2007 17:51:53 GMT

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Chuck Norris wrote on Fri, 17 August 2007 10:55sadukar09 wrote on Thu, 16 August 2007 08:07Third, Siege is one of the better maps or else BHS wouldn't have put it in a Core Patch As was already said, but just to bring up an example, that's not a reason to consider a map good. Look at Terrace. That map is so tipped in favor of Nod. The map has some great design and a good concept, but the base layout isn't fair.

Yeah true...if GDI does not have good Orca pilots and if the team is relaxing, it will become a nightmare.

On one game in the Jelly mappack server, I was in a Orca and I killed 13 stanks, 2 lights, and 1 APC trying to attack my base. And I did not make that up. One of my most memorable games. And there were about 25 players or so in that game. Nod started calling me "camping bitch."

But I agree, Nod has way too much advantage on that map. A stank can easily sneak behind a WF from that hill and lay a beacon and stop over it. I did that once too and succeeded. And taking out the GDI ref is piece of cake. That's unfair. The PP location is just unfair too.

Orcas are important in that map...you pretty much have to be straffing the ground around your base all game to find stanks.