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Subject: Re: Renegade Maps

Posted by [ErroR](#) on Wed, 06 Aug 2008 16:27:22 GMT

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Under:

Is a Nod arty stank sbh whore map where they whore all the time, unless gdi gets organized gets mlrs and destroys air from bgining. It's easy to harv walk with gdi if noone sees u.

City(mostly flying):

I really hated this map and many people did but after some time u start to love it. It's a gdi map(if it's organized)or nod does the stank rush. It's the easiest map i tried to harv walk on nod agt doesn't see u and u can easily get into pp or nuke bar. The humvee rush to Hon with 2 hotties inside can change the game radicly (cuz 1 hottie runs from hon to ob and get 2 buildings (unless they see the 2ond hottie in ob). Also mlrsz rush on bridge can bring a fast victory. Snipe on gdi from window. 2 hotties run to ob from tun (1 dies)

Mesa:

Harv walk on gdi lol u can even harv walk with a humvee ob wont shoot. Great to sneak on top and snipe whore ppl. Easy to destroy arties with hottie when they attack wf u come form tuns and throw timed c4s.

Volcano:

Easy map with no base defs no vechs needed but they do change the map radicaly.

Complex:

Dunno allways nod whored with stanks and flamers but on serv I play complex is only ctf, and it's a great map for it. Just sneak to ref threw tun then tib field on left and snipe everyone from back Islands:

Dunno why but it's my favourit map. Both teams can whore it.

Hour glass:

Nod map simply rush with flamers or stanks get agt, but after taht when gdi camps it's really hard to get in base cuz of the walls.

Glacier:

Never played it online

Snow:

Basicly a inf map vechs ruin everything

Arctic:

A great map for inf war and snipe.

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