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Subject: Re: Do you find this game balanced?

Posted by [Goztow](#) on Tue, 02 Jun 2009 13:22:07 GMT

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ArtyWhore wrote on Tue, 02 June 2009 14:34 I find that the following maps are unbalanced in favour of Nod

-Complex

-Canyon

-Islands

Arties, Techs, Lights and Ravens are enough to win the game.

Depends on the server setup. With classic AOW settings, all maps are quite balanced. On canyon, the harvester are the weak spots and GDI has the upperhand in harv fights thanks to their rifles. On complex and islands, the money flow is quick enough and there's enough entrances on complex to quickly harass with humvee/apc and make those follow with mediums tanks.

It'll also depend on the number of players and vehicle limit of course, but overall the balance is ok on classic AOW settings.

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