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Subject: Re: Map rating

Posted by [iRANian](#) on Tue, 18 Oct 2011 00:56:23 GMT

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the problem with playing vanilla is that GDI's tanks are just terribly weak and slow while nod can just literally steamroll over the enemy team by just buying techs+arties on most maps.

then of course the arty splash is just ridiculous on newer video cards, and playing widescreen probably also makes it worse, nod has stealth units and sakura is a lot thinner than havoc. On marathon servers with a decent amount of players on, nod wins around 80% of the time, even if really terrible players are playing like on jelly marathon or n00bstories.

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