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Subject: Re: Map rating

Posted by [Goztow](#) on Tue, 18 Oct 2011 06:37:47 GMT

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Actually, by some small miracle Renegade's balance actually works out with very few modifications:

- \* points fix, but that's just a broken formula that needed to be fixed;
- \* some fixes for death zones on maps like hourglass and mesa.

If you then play with 0 starting credits, no donate and no other shitty modifications, then the win-loss % is around 50 % (Bl once tested this, BTW).

Of course the standard maps are created to work with this balance. Most maps are rather small, have multiple choke points and have multiple ways in for both infantry and vehicles. Most fan maps are just huge, have little choke points and infantry needs to run for 10 minutes to reach the enemy base.

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