
Subject: Re: Map rating

Posted by [Goztow](#) on Wed, 19 Oct 2011 07:31:43 GMT

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Ah see Liquid, there's where our opinion differs. For me, the standard maps are ideally played with 8 to maximum 24 players. This does, of course, change the outcome.

Quote:

Nod had Complex, Hourglass, Islands, Mesa, Walls_Flying, and Canyon by the balls
Complex and Islands were a Nod win nearly 4/5 of the time

GDI maps included (surprisingly) City and City_Flying, and Walls

Volcano was nearly dead even, which is why i like it so much

Islands needs a little "tweak" to make it more even, by allowing the MRLS to shoot the hon from right over the first river. That's actually no tweak, it's just allowing what the map "offers". That way Nod is forced to move up and GDI can pump out their meds to level up the field.

Mesa -> I did mention the deadzones. Mesa2 is actually a GDI map IMO.

Complex -> it's just a matter of surviving the first 5 minutes.

Walls flying -> GDI should be able to beat Nod with their superior rifles, getting crate and killing the Nod harv while protecting their. If they cannot do this, then they very well deserve to loose. If they can do this, then it's simply a matter of med tanks and a few havocs, right?

Canyon -> same as Walls flying.

Volcano is one of my favorite maps.

Generally speaking it is simply easier to win with Nod on public servers because you need less teamplay and the arty spam is just plain obvious. But that doesn't mean the game isn't balanced.

Also in bigger games, which you refer to, the vehicle limit is an immediate advantage for Nod with their arty splash / huge firepower. 7 teched arts will beat 7 repaired meds, but in e.g. 5v5 5 meds will beat 3 arts with 2 techs.
