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Subject: Re: Map rating

Posted by [iRANian](#) on Wed, 19 Oct 2011 09:33:57 GMT

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i doubt allowing mrls to shoot from 1st river on islands will affect much, on jelly marathon thats allowed and nod always is up on score after 30-40 mins. if you have the default vehicle limit it's one vehicle less and it's still easy for arties to roll up to gdi's base. having the mrls shoot from the 2nd river/island is more useful as they can support the meds trying to fend off nod tanks.

mesa with dead zones fixed won't really help much, as long as you have arties+techs who know how to position themselves under the bridge without taking damage from gdi's base and from the guys on the bridge it's more of an annoyance. If nod can get 1-2 arties on long with 1 tech they can also hold off gdi tanks and they could move out to the middle and shoot the gdi tanks on the bridge.

walls fly nod has an easier time pointwhoring with arties, lights are better than meds on the map, saks are a lot harder to kill than havocs and the difference between orca and apache range hardly matters, they do have a harder time at the beginning keeping their harvester alive and if not surviving the first minutes.

Canyon has always been a nod map. Volcano is pretty balanced, but it's more because of the retarded ability to sneak like on glacier, which causes a building to be lost within the first 10 minutes most of the time. Nod has an easier time on the long side of field but they can't tech their arties in the tiberium field on short.

@liquid: you should consider tweaking the med to be quicker and having it do 10-15 more damage. And of course removing the arty screen shake and reducing the splash area (and maybe the damage). the mrls could also do 25% more damage or so, and the rotating turret hurts gdi on field.

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