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Subject: Re: Map rating

Posted by [Caveman](#) on Wed, 19 Oct 2011 11:05:14 GMT

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Just like to point out a few things;

ACK: What is it with you and X maps sucks because its not a pretty map? We've had this discussion before. Pretty maps != good map. Take fjords for example (Im not going get into that debate again) its a very pretty map and you did a great job however I personally think its a horrible map (gameplay wise)

I think with the deadzones being fixed, especially on hourglass it balances out the game a lot more. I can now sit on the hill with my mrls and hit every building as opposed to hitting every building with a arty pre TT.

Also I don't think the MRLS is underpowered at all.. Yeah it sucks when up close against an arty but from a distance, like on field from entrance to entrance my MRLS usually outbeats a arty purely down to 6 lock.