
Subject: Re: Map rating

Posted by [iRANian](#) on Fri, 21 Oct 2011 00:01:30 GMT

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Except when you put on pointsmod

"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"

while running without pointsmod the maps were pretty balanced
