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Subject: Re: Map rating

Posted by [grant89uk](#) on Mon, 24 Oct 2011 10:21:00 GMT

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Aircraftkiller wrote on Sat, 22 October 2011 03:01 This is something I've tried to rectify in Fjords, and I believe I've succeeded. It needs tweaking over time, as anything would, but it's laying the foundation for the Tiberium Garden project's gameplay standards.

I don't know about anyone else here, but I enjoy seeing Transport Helicopters make it to a base without being shredded by some gigantic cannon in less than five seconds. I like seeing rockets destroy Apaches, Orcas, and Transports. I like seeing Recon Bikes stave off Orcas, and MRLS holding Apaches at bay. I like watching Mammoth Tanks fire missiles at Apaches that don't manage to stay on top of them. I like seeing Stealth Tanks actually hit Orcas reliably.

I like seeing snipers focus entirely on light vehicles like Humm-vees, Recon Bikes, and Buggies. I like not having to worry about my Orca being destroyed in three seconds because someone across the map can kill me with hit-scan weapons without any fear of me coming close to them. I like that Gunner and Rocket Soldiers are useful in more than niche situations. I like seeing SAM Sites tear up aircraft, and I enjoy watching the AGT being focused on missiles while Guard Towers fire guns.

Maybe my problem is that I enjoy C&C, not this Unreal-styled version of C&C that we call Renegade.

I think I see a pattern.

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