
Subject: FanMaps

Posted by [Vomancha](#) on Fri, 06 Feb 2004 16:51:52 GMT

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C&C_Alpine - 3 - Scarily Bright, Tunnel network is biased towards GDI, the ability to walk on the wall is annoying, no real emphasis to attack base due to the narrow base entrances and the long time exposure to them.

C&C_Bio - 8 - Nice Map, one of the better fan maps. Doesnt have too many bugs, the light base defences work well.

C&C_BunkersTS - 9 - Good map, can become a bit of a gdi campfest. Would be better without the base defences since nod cant infantry rush while the guard towers are still there. Would also be better if nod had an apc as well as a recon.

C&C_FieldTS - 8 - I've never liked field, im not a particular fan of this map but its still a good map. gdi have a bit of an advantage due to being able to dodge the obi and get into ref and thus get to obi (usually). Tunnel network is a nicely implemented feature until some n00b mines every elevator and you get stuck underground.

C&C_Forgotten_Town - Never Played

C&C_Mars - 3 - Nod map through and through. the only real way for gdi to win is too take out both the hand and strip on first attack. Stanks and sbh are just too much of an advantage.

C&C_Ravine - Dont remember this one

C&C_SeasideCanyon - 2 - Super powerful base defences lead to camping, boring.

C&C_SeasideSunset - 9 - Good Map again, the mines at the back are cleverly implemented. The "advanced" spawn weapons are a bit too powerful and can arise in super powerful infantry. Light base defences work well, only quam is the fact the silo's stop working when you lose your ref.

C&C_Siege - 6 - gdi's ability to camp the pp or ref make this map quite boring. Bad placing of ref and pp mean they can be taken out in one go with nuke with the base defences still active due to a small trick that can be used. Also very annoying when you blow up the Nod harvester when its returning with tib cos you bought a tank. :/

C&C_Snow - 10 - When i tested this i never thought it would work for AOW on any large server. It plays amazingly well and actually requires a lot of teamwork to win. The infantry area in the middle and the tank area underneath make for a heated fight with constant action.

C&C_Tobruk - 5 - Strange map, if i remember rightly it has 2 base defences for each side. Havent played it much, but i didnt like the look of it.

C&C_Volcano_Flying - 2 - Strong Orca's/Apaches make this an apache/orca war. Its no fun.

Some ratings on the other maps mentioned.

High Noon 2 - 6 - Base defences lead to camping. Tends to be rather boring.

MetroTS - 9 - Lovely map, played Metro on AOW and its nice. MetroTS is Metro - the bugs. Ability to base camp though, albeit it with only 3 out of 6 mrls missiles.

GlacierTS - 8 - Nice map, although the ability for gdi to get to the nod pp is a bit annoying. Stank rush seems to win out a lot. Or gdi bridge camping.

Oasis Flying - 0 - Dont go into the tunnels. Fall into the blue abyss and crash renny. Not fun. If that doesnt happen then you'll get shot by some1 you cant even see.

Land - 4 - Bit too small really for any tank wars.

Sand & Gobi & any DM Map - 1 - Cant stand infantry only maps. The game was made to have tanks and infantry, not just infantry. I also like to be able to have the chance to kill the opposition base. On these theres no chance with anything greater than 2 people.
