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Subject: Map recommendations

Posted by [Ren Sizzlefab](#) on Wed, 19 Mar 2003 23:56:23 GMT

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It doesn't happen any more on non-base defense maps, it just happens faster. When one team contains mostly clan members of HT that play together all the time, then that team is going to dominate no matter which maps you're playing on. I've noticed the enjoyability and length of the games go down noticeably when there are a number of clanners on the one team. Like you said, the only real way of stopping team switching is to disable it, which would also lessen the frustration of playing against a clan with a team that are too busy running around buying snipers and extras rather than listening to their team members trying to organise a particular tactic.

Not that I'm saying you shouldn't include new maps, just that they shouldn't be at the expense of non-defense ones.

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