the land mines are nonsensical on that map... they guarantee standard soldiers die...they're not even proper mines, it's a line of death on both sides of the map, in the exact same 2 areas, you're guaranteed to hit them and lose exactly 200 health if you take that path. Wtf?

gameplay isn't very good either....building animations don't do anything to the gameplay, and there isn't much to do without a vehicle except run around in tunnels and get chopped by snipers.

I voted meadow