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Subject: Re: Map rating

Posted by [ELiT3FLyR](#) on Wed, 19 Oct 2011 17:51:23 GMT

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Quote:you should consider tweaking the med to be quicker and having it do 10-15 more damage. And of course removing the arty screen shake and reducing the splash area (and maybe the damage). the mrls could also do 25% more damage or so, and the rotating turret hurts gdi on field. lol. so retarded

really there is nothing else to it other than the fact that you play a map like islands which was never designed to play with more than like 16 people and play with 50 people. ofcourse nod will win, gdi cant even fit enough tanks through the passages at the same time to kill the arts. then you play city fly or volcano and its much more balanced because the maps are big enough to accomodate more people.

its like playing in a 50player killhouse server on cod4 and then complaining because u think the sniper is too weak. u can buff the sniper if u want, but when u change the map to something bigger its gunna be op as shit.

sure, u can make meds do 15 more damage per shot to balance out a 25v25 islands or complex. then u can go play the fan maps which are retardly open and big and watch gdi win 90%

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