



Jameson spat. A plop, then a ripple spread across the mirror surface of the small lake, racing silently toward the tiny German village on the opposite bank. The early morning sun winked from the rooftop of the hilltop schloss, casting long shadows from its towering walls. Out front, a high statue of some long forsaken maternal goddess gazed across from under her bullet-riddled brow. "What's the plan, Sarge?", came a voice from behind him.

His mind raced back to yesterday; to the fire and screams of the wounded and dying on that hill. To how they were driven back, dragging whatever wounded they could onto the back decks. To how that night was lit by screaming rockets, his Sherman showered by metal rain.

The high screech of track links approaching from some distance behind him caused his head to turn.

Thump *Thump* *Thump*- the first ranging rockets arced overhead toward the Schermerhorn.

"Calliopees is here...Saddle up. We're going back up there," Jameson called out. And he knew, at the top of that hill, the goddess's tears began to flow again.

Map Overview:

16 Territories

3 Victory Points

2 Null areas

2 Low Fuel points

2 Low Ammo points

2 Medium Fuel points

4 Medium Ammo points

2 High Ammo points

Totals:

30 Fuel

82 Ammo



This map has a unique layout. Large lake and forrest, each with passageways, screen each base. The middle village Territories are uniquely linked around the forrest and the lake. For instance, the Allies (base 1) must control the Schermerhorn schloss area to link from their left. The corners of the map are crucial not only for the high ammo points, but for severing enemy supply lines to the middle.

Technical:

Map ran fine, without lag, in all games played. The Artist has payed close attention to optimization on this map, so it should run well on any machines that can run the default maps.

Balance:

I played the map over 10 times, vs AI, vs human, from both sides about equally. I think the resources are balanced in their placement. I found it easier (and quicker) to win as Germans...maybe I'm a better player as Germans?...but it may be a teching issue. The close med fuel point is IMO an advantage to the German player. 30 fuel is a good total for this map, I just don't know if the +10 fuel should be so easy to get. As Allies I never could choke the Germans out of fuel...I always faced a wave of Stugs when playing against the AI or human.

At first I wasn't too high on the large null territories of lake and forest. But as I played more, I began to use them to expand my strategies of both attack and defence.

Design:

This map is designed beautifully....very well thought out placement of everything. HQs are fully detailed.





The field splines/textures on this map are top-notch. Very realistic.



These bunker areas on the flanks are a nice touch; a “first line of defense” before your inherent HQ mg nests. Note also the superb blending of the track splines into & out of the field.

The "secret path" behind the Schermerhorn walls is a nice touch (highlighted). It can be converted to a backdoor-in this case with a strafing run (accident!). This back door was quickly and repeatedly used by the Axis through this battle to infiltrate the courtyard.



The rock texturing on this map is some of the best around.



Dont forget the "hidden" paths through the water from the Allied side.



Fun Factor:

Very Enjoyable. Vs AI or Humans. The Victory Points are balanced very well...I had alot of fun playing some 250 and 500 point games.

Reviewer Comments:

Excellent map. Visually on par with the Relic maps. Unique layout and Territory placement. Ample and well-placed resources. "problems" from earlier versions seem to have been completely corrected. I believe this map deserves to be ranked among the best of the maps produced so far; I highly recommend it to all.

Rating = 8