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Subject: FieldTS - a big mistake...

Posted by [Spoony\\_old](#) on Thu, 02 Dec 2004 18:44:24 GMT

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Quote:GDI never had the advantage, Nod did with it's stealth stuff.

Absolutely dead wrong

Is FieldTS the one with rotatable MRLS turret? If so, that's a horribly overpowered weapon right there, MRLS are deadly enough on Field as they are.

The infantry access on FieldTS is a big mistake in my opinion and totally removes the entire point of Field i.e. tankskill wins the map, not putting c4 onto an MCT which doesn't actually require any discernible skill at all

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