Subject: FieldTS - a big mistake...
Posted by Aircraftkiller on Tue, 07 Dec 2004 11:34:33 GMT

The original Field is littered with insane problems ranging from base to base attacks, visibility errors, bad lighting and overall "lets siege for 30 minutes and not bother attacking while "snipers" try and get mega kills from the lameass tunnel system" each game.

FieldTS was made to remove those problems, and it does.

I appreciate the compliments but Sand and Gobi were meant for specific gameplay, infantry only, and quite a few people like them. I'm not much of a fan of Gobi as it doesn't look as good as I wanted it to, but Sand is quite fun and looks rather great to me.