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Subject: FieldTS - a big mistake...

Posted by [warranto](#) on Thu, 16 Dec 2004 19:30:12 GMT

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Quote:If the tunnels didn't connect all the buildings or there were blocks to prevent too easy an access to the tunnels, maybe, maybe I could see it as an improvement. But as it stands, partly because I didn't know my way around, a single grenadier managed to kill the refinery less than minute after the game started. That is in no way, under any circumstances, remotely fair. I'll take regular Field anyday.

"It's the maps fault we let an enemy into the base!!" :rolleyes:

Is it really that hard to defend against ONE basic infantry?

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