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Subject: FieldTS - a big mistake...

Posted by [liberator](#) on Fri, 17 Dec 2004 05:16:04 GMT

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I don't expect you to change it, you git. I expect you to be you're lovable, everyday ACK who is supremely confident that his maps are TEH GR8EST EV4R!!!!111111 and if we don't think so we're stupid or retarded.

When in point of fact they are almost impossible to adequately defend in.

You appear to like the boolean tool when it comes to designing maps, you have more real estate dedicated to little nooks and passageways that allow one team or the other to attack at will while simultaneously defending with almost no effort than you do for paths for tanks and apcs.

They aren't balanced and they never end in a military victory, they usually go to the team that sneak and suckerpunch the best/most. The frankly suck and so do you, and they are skins AND textures you prick!

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