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Subject: FieldTS - a big mistake...

Posted by [\[RoC\]Twix](#) on Wed, 01 Dec 2004 14:30:38 GMT

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FieldTS is a good map, i like how it mixed field up a bit but the med tank is as fast and the light tank... This creates a HUGE balance issue as GDI already had a big advantage. Not only the med tank is better, the light tanks firepower isnt up'd so its completely unfair. we wanted to play it in clanwars but cant because of the tank. wondering if maybe you could edit that out and patch it?

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