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Subject: FieldTS - a big mistake...

Posted by [Aircraftkiller](#) on Thu, 02 Dec 2004 21:22:02 GMT

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MRLS turrets rotate in C&C and reality. It was unbalanced for them to be forced to fire from one direction, where the Artillery could fire from any direction.

It takes more than camping the enemy base all game to win on FieldTS. That's why I made it that way.

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