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Subject: FieldTS - a big mistake...

Posted by [knight1b](#) on Fri, 10 Dec 2004 01:51:46 GMT

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My only suggestion would be on FieldTS adjust the rocks behind the barracks / refinery or the nod air strip and refinery. Right now it's much easier for GDI to sneak into the nod base that way than it is for NOD to sneak into the GDI base.

Oh found something else for the GDI refinery back door all they have to do is move a med tank there back it up a little and it's stuck in place. add a few mines and no one is coming in that way. the place where nod flame tanks get stuck easy however is not in a place that can be used to any advantage.

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