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Subject: FieldTS - a big mistake...

Posted by [liberator](#) on Thu, 16 Dec 2004 18:27:20 GMT

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I just got out of a 3v3 game on FieldTS. I can say unequivocally, from a first-timers stand point, that the map sucks. There are no blocks to prevent the enemy from getting into you're base and once there they are impossible to find thanks to the inane labyrinth of tunnels.

Thank you ACK. You took what was a decent map with a few problems, and turned it into a "lets fucks the n00bs with a broom" map. Thank you so much.

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.

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