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Subject: FieldTS - a big mistake...

Posted by [Jecht](#) on Thu, 16 Dec 2004 18:45:18 GMT

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Seige Sucks, it sucked when it came out, and it sucks now. Its just something I have to put up with. And i said it was ok stategically, nothing special at all. Personally I like maps that are built around the concept of light base defenses or no base defenses such as Volcano, Complex(best map ever, ty Westwood), and Walls. Maps overpowered with base defenses make for a standstill and a very boring game.

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