
Subject: Re: Details of some of the features in 4.0
Posted by [Blue_Leader](#) on Wed, 07 Oct 2009 21:48:04 GMT
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I don't have much trouble with the WF because once you build your veh and get in you don't have to get even close to the kill zone but with Nod and It's strip, on Complex for example It can get pretty annoying shooting at a tank and not realize your close to the strip and blow up from a newly bought tank.
