
Subject: FieldTS - a big mistake...

Posted by [Spoony_old](#) on Fri, 03 Dec 2004 00:19:50 GMT

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AircraftkillerMRLS 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.

Wouldn't it also be sensible to increase the artillery's speed to that of the MRLS? I mean, if you want them to be totally equivalent :rolleyes:

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

I.E. so games can be won by something other than tankskill and co-ordination, for the benefit of those who lack the above.
