
Subject: FieldTS - a big mistake...

Posted by [\[RoC\]Twix](#) on Wed, 08 Dec 2004 01:51:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

ACK, if its littered with "insane" problems, its ok to fix the map, make it look cooler(which it does)
but DONT MESS WITH THE TANKS SPEED/FIREPOWER/MRL
