
Subject: Re: Details of some of the features in 4.0

Posted by [EvilWhiteDragon](#) on Thu, 08 Oct 2009 07:02:54 GMT

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Blue_Leader wrote on Wed, 07 October 2009 23:48I 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. Play Islands, be GDI, and try to drive your med out of the base as fast as possible. You'll probably drive too close to the WF. If someone buys another med, you're screwed.
