
Subject: Re: [MapPack]-4.0- server online
Posted by [crazfulla](#) on Wed, 07 Mar 2012 10:13:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice and simple, with no stupid balance changes. I like it. At that rate you won't have to brown nose to get it added to their rotation.

I just wonder if the AGT and Ob will fire too far into the field to launch an attack, much like seaside canyon...
