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Subject: FieldTS - a big mistake...

Posted by [\[RoC\]Twix](#) on Wed, 01 Dec 2004 14:30:38 GMT

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FieldTS is a good map, i like how it mixed field up a bit but the med tank is as fast and the light tank... This creates a HUGE balance issue as GDI already had a big advantage. Not only the med tank is better, the light tanks firepower isnt up'd so its completely unfair. we wanted to play it in clanwars but cant because of the tank. wondering if maybe you could edit that out and patch it?

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Subject: FieldTS - a big mistake...

Posted by [HELLBILLY DELUXE](#) on Wed, 01 Dec 2004 14:39:28 GMT

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K"

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Subject: FieldTS - a big mistake...

Posted by [warranto](#) on Wed, 01 Dec 2004 14:43:25 GMT

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medium tank is... better?

Last I heard it was only a skin () change...

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Subject: FieldTS - a big mistake...

Posted by [Naamloos](#) on Wed, 01 Dec 2004 15:33:25 GMT

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GDI never had the advantage, Nod did with it's stealth stuff.

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Subject: FieldTS - a big mistake...

Posted by [Jecht](#) on Wed, 01 Dec 2004 18:38:54 GMT

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no way, on a map like that and GDI's power oriented vehicles gives GDI a clear advantage. The GDI med tank has either more armor, or better firepower or both because they do have a clear advantage over a light tank in a head to head battle. Thats why you always see GDI win maps that are one Dimensional vs. Maps which give multiple base entry points. An example of this is C&C\_Under.mix, you never see Nod win that map unless its by points.

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Subject: FieldTS - a big mistake...

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Posted by [t1000n1](#) on Wed, 01 Dec 2004 21:21:42 GMT

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Hey buddy. In fieldTS you can have your tanks, and in the meantime im running in any building I want to in your base with my hottie/tech. FieldTs was mostly made for infantry, I think. Why else would've they had all those underground tunnels to run through to any building?

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Subject: FieldTS - a big mistake...

Posted by [Aircraftkiller](#) on Wed, 01 Dec 2004 22:18:14 GMT

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I don't see how the tank is faster. Nothing was changed beyond the geometry to be the actual tank it should have been.

The tank gives little advantage in speed. It's still a bigger target than the Light Tank.

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Subject: FieldTS - a big mistake...

Posted by [Jecht](#) on Thu, 02 Dec 2004 00:45:20 GMT

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true, i have pwned many n00bs in light tank(me) vs. Med tank open field battles. But, again one dimensional maps usually end in a GDI victory, im only one person after all and cannot stop a med+MRL rush.

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Subject: FieldTS - a big mistake...

Posted by [\[RoC\]Twix](#) on Thu, 02 Dec 2004 12:33:03 GMT

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Anytime you mess with the speed, firepower, or credits it takes to buy a tank, you completely screwed the balance of the 2 sides. If the med tank is to be faster, the light tank should be more powerfull.

---

Subject: FieldTS - a big mistake...

Posted by [Kholdstare](#) on Thu, 02 Dec 2004 17:41:53 GMT

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You're an idiot, Please die. There is nothing wrong with the tank. (Wow it's a tiny bit faster, go whine somewhere else.)

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Subject: FieldTS - a big mistake...

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Posted by [Spoony\\_old](#) on Thu, 02 Dec 2004 18:44:24 GMT

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Quote:GDI never had the advantage, Nod did with it's stealth stuff.  
Absolutely dead wrong

Is FieldTS the one with rotatable MRLS turret? If so, that's a horribly overpowered weapon right there, MRLS are deadly enough on Field as they are.

The infantry access on FieldTS is a big mistake in my opinion and totally removes the entire point of Field i.e. tankskill wins the map, not putting c4 onto an MCT which doesn't actually require any discernible skill at all

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Subject: FieldTS - a big mistake...

Posted by [Spoony\\_old](#) on Thu, 02 Dec 2004 18:46:29 GMT

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=[DT=gbull=[L]=]no way, on a map like that and GDI's power oriented vehicles gives GDI a clear advantage. The GDI med tank has either more armor, or better firepower or both because they do have a clear advantage over a light tank in a head to head battle. Thats why you always see GDI win maps that are one Dimensional vs. Maps which give multiple base entry points. An example of this is C&C\_Under.mix, you never see Nod win that map unless its by points.

One word for you

ARTILLERY

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Subject: FieldTS - a big mistake...

Posted by [Aircraftkiller](#) on Thu, 02 Dec 2004 21:22:02 GMT

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MRLS 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.

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

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Subject: FieldTS - a big mistake...

Posted by [Naamloos](#) on Thu, 02 Dec 2004 21:53:44 GMT

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FieldTS owns normal field IMO.

Just get a few techie's when on Nod, rush the barracks and once underground, you can take out any structure if you use stealth.

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Edit: This works for GDI to but there is a bigger chance of getting raped by the obi.

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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.

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Subject: FieldTS - a big mistake...

Posted by [warranto](#) on Fri, 03 Dec 2004 06:09:02 GMT

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Meh, it's fun and in no way impossible to defend against. Mines still do the intended jobs, you just can't abandon the base thinking they will solve the problem. If anything I'd say it takes more teamwork and coordination to win now.

Remember though, teamwork doesn't necessarily mean going as a group to destroy the enemy base, it also implies someone taking the "sacrifice" of having low point to ensure the base remains operational.

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Subject: FieldTS - a big mistake...

Posted by [Jecht](#) on Fri, 03 Dec 2004 08:26:38 GMT

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once again tho, whenever im in an MRL and im 1v1 with an arty, i pwn the arty no sweat. GDI MRL has a power advantage(firepower advantage) and if you are GDI in that map and you dont win, your team is n00bs, nuff said.

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Subject: FieldTS - a big mistake...

Posted by [\[RoC\]Twix](#) on Fri, 03 Dec 2004 14:12:54 GMT

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FieldTS is a decent map for pubs, obviously the n00bs love it. But in clanwars its retarded because its unballanced. Snow is the same way, artys cost 700. Seige is the only decent map in

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this packet

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Subject: FieldTS - a big mistake...

Posted by [\[RoC\]Twix](#) on Fri, 03 Dec 2004 14:13:47 GMT

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=[DT=gbull=[L]=]once again tho, whenever im in an MRL and im 1v1 with an arty, i pwn the arty no sweat. GDI MRL has a power advantage(firepower advantage) and if you are GDI in that map and you dont win, your team is n00bs, nuff said.

1v1? im page me on WOL sometime. Wh0zNext

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Subject: FieldTS - a big mistake...

Posted by [Aircraftkiller](#) on Fri, 03 Dec 2004 23:46:25 GMT

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And if I'm not mistaken, the MRLS costs about \$800. I can't remember what I set it to but I know it's roughly equivilant.

This is to prevent people from using them straight off the bat, and focus more on assaulting the enemy base instead of waiting there to rack up absurd point amounts.

It also helps because the MRLS weaponry was changed, and it needed to have a cost increase.

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Subject: FieldTS - a big mistake...

Posted by [\[RoC\]Twix](#) on Sat, 04 Dec 2004 02:08:25 GMT

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So how do you counter an arty? If you cant get an MRL fast in the game, the arts will own the harv and being hitting weps before you ever have a chance

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Subject: FieldTS - a big mistake...

Posted by [Creed3020](#) on Sat, 04 Dec 2004 04:07:46 GMT

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[RoCTwix] Seige is the only decent map in this packet

He does not speak the truth. I love all of the CP1 maps, especially FieldTS!!

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Subject: FieldTS - a big mistake...

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Posted by [Aircraftkiller](#) on Sun, 05 Dec 2004 00:10:47 GMT

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There should only be a 100 credit difference in the price of the Artillery and MRLS. By which time an Artillery is able to be purchased, you can get several units to counter them.

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Subject: Re: FieldTS - a big mistake...

Posted by [Alkaline](#) on Sun, 05 Dec 2004 20:21:12 GMT

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[RoCTwix]FieldTS is a good map, i like how it mixed field up a bit but the med tank is as fast and the light tank... This creates a HUGE balance issue as GDI already had a big advantage. Not only the med tank is better, the light tanks firepower isnt up'd so its completely unfair. we wanted to play it in clanwars but cant because of the tank. wondering if maybe you could edit that out and patch it?

well you can sneak nod buggies into the tunnels and its carmagedon time for gdi... so who has power now

---

Subject: FieldTS - a big mistake...

Posted by [Jecht](#) on Mon, 06 Dec 2004 03:31:52 GMT

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Twix, i dont use WOL, i use GSA and the UNlauncher.

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Subject: FieldTS - a big mistake...

Posted by [Alkaline](#) on Tue, 07 Dec 2004 05:57:23 GMT

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Creed3020[RoCTwix] Seige is the only decent map in this packet

He does not speak the truth. I love all of the CP1 maps, especially FieldTS!!

actually he does speak the truth...

FieldTs is MEH at best, the underground tunnel thing is more problems then anything..., I rather original field anyday... This map should have been replaced with BunkersTS which is the best map Aircraftkiller put out bar none.

Also BasinTS or RiverRaid should have been inside CP1 instead of snow... even thogh I really like snow

don't even get me started on Gobi or Sand :rolleyes: ...

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Subject: FieldTS - a big mistake...

Posted by [Aircraftkiller](#) on Tue, 07 Dec 2004 11:34:33 GMT

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The original Field is littered with insane problems ranging from base to base attacks, visibility errors, bad lighting and overall "lets siege for 30 minutes and not bother attacking while "snipers" try and get mega kills from the lameass tunnel system" each game.

FieldTS was made to remove those problems, and it does.

I appreciate the compliments but Sand and Gobi were meant for specific gameplay, infantry only, and quite a few people like them. I'm not much of a fan of Gobi as it doesn't look as good as I wanted it to, but Sand is quite fun and looks rather great to me.

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Subject: FieldTS - a big mistake...

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

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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

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Subject: FieldTS - a big mistake...

Posted by [Aircraftkiller](#) on Wed, 08 Dec 2004 04:15:36 GMT

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Unfortunately for you I changed what I saw fit. The MRLS is underpowered and was compensated for by having a price increase with better missiles and the ability to rotate its turret, which it should have done to begin with. The turret bone is there, which is evidence of what I mean.

I did not increase the speed of the Medium Tank. I don't know what could possibly have made it go any faster, it's based on exactly the same bone system as the Medium Tank in Renegade is.

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Subject: FieldTS - a big mistake...

Posted by [laeubi](#) on Wed, 08 Dec 2004 10:09:35 GMT

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Field TS has lightening Problems:

Settings: Vertex, Bilinear, Buildingshaddows on.

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Subject: FieldTS - a big mistake...

Posted by [Aircraftkiller](#) on Wed, 08 Dec 2004 19:56:12 GMT

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No it doesn't. That's the stock W3D interior to the Infantry Barracks that comes with Renegade. Nothing can do that except a glitch in your system.

---

Subject: FieldTS - a big mistake...

Posted by [zunnie](#) on Thu, 09 Dec 2004 10:24:55 GMT

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LaeubiField TS has lightening Problems:

Settings: Vertex, Billinear, Buildingshaddows on.

Thats actually gotto do with a Direct3D 'malfunction' or whatever, its the AGP Texturing fucking up somehow.

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Subject: FieldTS - a big mistake...

Posted by [Blazer](#) on Thu, 09 Dec 2004 10:43:31 GMT

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You should never use vertex lighting mode.

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Subject: FieldTS - a big mistake...

Posted by [flyingfox](#) on Thu, 09 Dec 2004 23:43:18 GMT

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Multi-pass & multitexture with a high texture setting slow a system down in a large game, unless the computer is top of the line

---

Subject: FieldTS - a big mistake...

Posted by [Spoony\\_old](#) on Fri, 10 Dec 2004 01:08:08 GMT

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AircraftkillerThe MRLS is underpowered and was compensated for by having a price increase with better missiles and the ability to rotate its turret, which it should have done to begin with. The MRLS was never underpowered, it just took more skill to use than most other weapons. Now any noob can use it just as effectively. Is that a good thing? I don't think it is.

---

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Subject: FieldTS - a big mistake...

Posted by [knight1b](#) on Fri, 10 Dec 2004 01:51:46 GMT

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My only suggestion would be on feildTS adjust the rocks behind the barracks / refinery or the nod air strip and refinery. Right now its much easier for gdi to sneak into the nod base that way than it is for NOD to sneak into the gdi base.

Oh found something else for the gdi refinery back door all they have to do is move a med tank there back it up a little and its stuck in place. add a few mines and no one is coming in that way. the place where nod flame tanks get stuck easy how ever is not in a place that can be used to any advantage.

---

Subject: FieldTS - a big mistake...

Posted by [Vitaminous](#) on Fri, 10 Dec 2004 02:30:08 GMT

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AircraftkillerThe original Field is littered with insane problems ranging from base to base attacks, visibility errors, bad lighting and overall "lets siege for 30 minutes and not bother attacking while "snipers" try and get mega kills from the lameass tunnel system" each game.

FieldTS was made to remove those problems, and it does.

Negative Huston.

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Subject: FieldTS - a big mistake...

Posted by [knight1b](#) on Mon, 13 Dec 2004 01:52:29 GMT

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More bugs i have found in feild ts the elevators do not work like they should.

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Subject: FieldTS - a big mistake...

Posted by [Aircraftkiller](#) on Mon, 13 Dec 2004 04:20:15 GMT

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That's a server problem, not a client problem. The elevators are fine.

Quote:The MRLS was never underpowered, it just took more skill to use than most other weapons. Now any noob can use it just as effectively. Is that a good thing? I don't think it is.

Yes, it was. Artillery can easily turn its turret around and lay down immense suppression fire yet the MRLS was unable to. The MRLS is still susceptible to being shot at from behind or from the sides, but it's not as nerfed as it was before.

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Subject: FieldTS - a big mistake...

Posted by [\[HLOW\]Tomten](#) on Mon, 13 Dec 2004 09:07:01 GMT

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AircraftkillerThat's a server problem, not a client problem. The elevators are fine.

Quote:The MRLS was never underpowered, it just took more skill to use than most other weapons. Now any noob can use it just as effectively. Is that a good thing? I don't think it is.

Yes, it was. Artillery can easily turn its turret around and lay down immense suppression fire yet the MRLS was unable to. The MRLS is still susceptible to being shot at from behind or from the sides, but it's not as nerfed as it was before.

How can it be a server problem since 2 out of 3 elevators dont work(sometimes) also falling in the elevator happens many times.

Server: Renegade Community1 (gsa)

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Subject: FieldTS - a big mistake...

Posted by [zunnie](#) on Tue, 14 Dec 2004 08:50:53 GMT

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I think the "new" version of the MRLS on FieldTS and BunkersTS too i think are alot better than the original. MRLS exist for real (or something similar to it) and they can turn their launching thing too.. so.. its more 'realistic' in a way.

---

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Subject: FieldTS - a big mistake...

Posted by [\[RoC\]Twix](#) on Tue, 14 Dec 2004 14:56:13 GMT

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AircraftkillerThat's a server problem, not a client problem. The elevators are fine.

Quote:The MRLS was never underpowered, it just took more skill to use than most other weapons. Now any noob can use it just as effectively. Is that a good thing? I don't think it is.

Yes, it was. Artillery can easily turn its turret around and lay down immense suppression fire yet the MRLS was unable to. The MRLS is still susceptible to being shot at from behind or from the sides, but it's not as nerfed as it was before.

Do arty shells curve? and does the arty shoot 6 at once?

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Subject: FieldTS - a big mistake...

Posted by [\[RoC\]Twix](#) on Tue, 14 Dec 2004 14:58:27 GMT

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zunnuel think the "new" version of the MRLS on FieldTS and BunkersTS too i think are alot better than the original. MRLS exist for real (or something similar to it) and they can turn their launching thing too.. so.. its more 'realistic' in a way.

And the ob, laser chain guns, chem warriors, stealth tanks, ravesaws, pics are all very realistic too. Maybe we should edit them to make them more realistic?

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Subject: FieldTS - a big mistake...  
Posted by [visorneon](#) on Tue, 14 Dec 2004 17:10:24 GMT  
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I dont like the fact you can walk in to either base with a technician and kill the agt/ob, i dont get why the doors on the barracks are the other side? seems stupid just asking for a technician to walk in and blow up any building he wants

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Subject: FieldTS - a big mistake...  
Posted by [Aircraftkiller](#) on Wed, 15 Dec 2004 09:01:54 GMT  
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That's why you defend.

MRLS rockets are nowhere near as powerful as one Artillery shell. MRLS rockets rarely track and are more of an annoyance than anything else.

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Subject: FieldTS - a big mistake...  
Posted by [HELLBILLY DELUXE](#) on Wed, 15 Dec 2004 13:38:45 GMT  
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Good players get 5 rockets to track nearly everytime,,,over the whole distance on field the MLRS is much more effective than the art.

---

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Subject: FieldTS - a big mistake...  
Posted by [\[RoC\]Twix](#) on Wed, 15 Dec 2004 17:28:59 GMT  
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Whoever made Siege needs to make more maps. that map pwnz

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Subject: FieldTS - a big mistake...

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Posted by [Jecht](#) on Wed, 15 Dec 2004 17:59:48 GMT

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Seige sucks ass. Its okay strategically, but its not pretty at all, its soo bland. plus, a map like seige shouldnt have heavy base defenses like the obby or agt.

---

Subject: FieldTS - a big mistake...

Posted by [Aircraftkiller](#) on Wed, 15 Dec 2004 20:04:05 GMT

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Exactly, it's like another reincarnation of Field, just worse.

Players cannot make MRLS rockets track. The game engine is responsible for that.

---

Subject: FieldTS - a big mistake...

Posted by [HELLBILLY DELUXE](#) on Wed, 15 Dec 2004 20:13:08 GMT

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Oh yes u can. Point at the spot where the player sits in the enemy vehicle and the rocket will most likely track.

---

Subject: FieldTS - a big mistake...

Posted by [Aircraftkiller](#) on Wed, 15 Dec 2004 23:34:30 GMT

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No, it won't. MRLS rockets have about a 10% chance of tracking. In rare instances more than two will track a target.

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Subject: FieldTS - a big mistake...

Posted by [knight1b](#) on Thu, 16 Dec 2004 01:47:20 GMT

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Heres a question for you i hope you can answer quickly did you intend for people to be able to drive buggies into the tunnles?

---

Subject: FieldTS - a big mistake...

Posted by [Jaspah](#) on Thu, 16 Dec 2004 03:19:21 GMT

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Obviously he did not, people always find glitches. No map out there is perfect.

---

Subject: FieldTS - a big mistake...

Posted by [Aircraftkiller](#) on Thu, 16 Dec 2004 03:47:01 GMT

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I figured the rocks would block off vehicles but I was obviously wrong about this. Server administrators should ban anyone who attempts entering the passageways with vehicles.

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Subject: FieldTS - a big mistake...

Posted by [knight1b](#) on Thu, 16 Dec 2004 05:19:40 GMT

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Thank you there where some who argued with me that it was intended that you could do this so i told them i would check with you the map creator so there could be no question.

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Subject: FieldTS - a big mistake...

Posted by [Jecht](#) on Thu, 16 Dec 2004 07:14:32 GMT

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is there a vehicle blocker you can put in for the next core patch if there is one then?

---

Subject: FieldTS - a big mistake...

Posted by [flyingfox](#) on Thu, 16 Dec 2004 10:28:47 GMT

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About the mrls rocket tracking: Usually three of the rockets track, as much as I remember. unless you've changed it on your map, go try it out on c&c field. you'll notice two or three track, or four if you're lucky.

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Subject: FieldTS - a big mistake...

Posted by [\[RoC\]Twix](#) on Thu, 16 Dec 2004 12:24:22 GMT

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You guys are all retarded, seige is a good map whether it looks "pretty" or not. It's the only one thats anywhere close to even to be played on during clanwars. and ffs, MRLs were fine the way they were, now they fucking pwn, the maker of Siege please come forward and make more maps for CP2.

---

Subject: FieldTS - a big mistake...

Posted by [flyingfox](#) on Thu, 16 Dec 2004 13:55:32 GMT

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No, Siege Sucks

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Subject: FieldTS - a big mistake...

Posted by [HELLBILLY DELUXE](#) on Thu, 16 Dec 2004 14:50:39 GMT

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Flyingmoron you aren't a clanwars player so how you you judge that?

Maybe you guys should play a bit more ccr, cuz getting 5 mlrs rockets to track isn't luck at all.

Same as the Stank, aim at the middle of the vehicle and your rocket has 90% chance it will track.

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Subject: FieldTS - a big mistake...

Posted by [flyingfox](#) on Thu, 16 Dec 2004 15:25:13 GMT

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No, you won't get five to track and it's easy to judge how good it is when you've played it nearly a hundred times. As for the name, you're an idiot. what if I was to say "helln00b defux you are stupid for thinking it is good"?

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Subject: FieldTS - a big mistake...

Posted by [HELLBILLY DELUXE](#) on Thu, 16 Dec 2004 15:44:41 GMT

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HELLBILLY DELUXEFlyingmoron you aren't a clanwars player so how you you judge that?

Maybe you guys should play a bit more ccr, cuz getting 5 mlrs rockets to track isn't luck at all.

Same as the Stank, aim at the middle of the vehicle and your rocket has 90% chance it will track.

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Subject: FieldTS - a big mistake...

Posted by [liberator](#) on Thu, 16 Dec 2004 18:27:20 GMT

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I just got out of a 3v3 game on FieldTS. I can say unequivocally, from a first-timers stand point, that the map sucks. There are no blocks to prevent the enemy from getting into you're base and once there they are impossible to find thanks to the inane labyrinth of tunnels.

Thank you ACK. You took what was a decent map with a few problems, and turned it into a "lets fucks the n00bs with a broom" map. Thank you so much.

If the tunnels didn't connect all the buildings or there were blocks to prevent too easy an access to the tunnels, maybe, maybe I could see it as an improvement. But as it stands, partly because I didn't know my way around, a single grenadier managed to kill the refinery less than minute after the game started. That is in no way, under any circumstances, remotely fair. I'll take regular Field

anyday.

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Subject: FieldTS - a big mistake...

Posted by [Jecht](#) on Thu, 16 Dec 2004 18:45:18 GMT

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Seige Sucks, it sucked when it came out, and it sucks now. Its just something I have to put up with. And i said it was ok stategically, nothing special at all. Personally I like maps that are built around the concept of light base defenses or no base defenses such as Volcano, Complex(best map ever, ty Westwood), and Walls. Maps overpowered with base defenses make for a standstill and a very boring game.

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Subject: FieldTS - a big mistake...

Posted by [HELLBILLY DELUXE](#) on Thu, 16 Dec 2004 18:48:44 GMT

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DT owns

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Subject: FieldTS - a big mistake...

Posted by [warranto](#) on Thu, 16 Dec 2004 19:30:12 GMT

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Quote:If the tunnels didn't connect all the buildings or there were blocks to prevent too easy an access to the tunnels, maybe, maybe I could see it as an improvement. But as it stands, partly because I didn't know my way around, a single grenadier managed to kill the refinery less than minute after the game started. That is in no way, under any circumstances, remotely fair. I'll take regular Field anyday.

"It's the maps fault we let an enemy into the base!!" :rolleyes:

Is it really that hard to defend against ONE basic infantry?

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Subject: FieldTS - a big mistake...

Posted by [HELLBILLY DELUXE](#) on Thu, 16 Dec 2004 20:00:34 GMT

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YES.

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Subject: FieldTS - a big mistake...

Posted by [Aircraftkiller](#) on Thu, 16 Dec 2004 20:46:05 GMT

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Uh, no, it's not. Learn the level before you go charging in saying it sucks. You have just as much of an opportunity to win as they do, and the game isn't sentencing you to wait 30 or more minutes while one team constantly sieges your base.

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Subject: FieldTS - a big mistake...  
Posted by [Jecht](#) on Thu, 16 Dec 2004 22:42:48 GMT  
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HELLBILLY DELUXEDT owns

You dont even know wut DT is.

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Subject: FieldTS - a big mistake...  
Posted by [knight1b](#) on Thu, 16 Dec 2004 23:19:01 GMT  
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I have played some sucky games on feildts and found 2 things that can mess up elevators (the reason the games played where sucky).  
First mines placed in or at the border of the elevators can cuase them to malfunction. Answer to this forbid placeing mines in them.  
And 2 (still trying to think of a fix and maybe you could help me here so i can sugest it to the server owner) the wepon spawns in the server side mod are buging them when a player dies in or near one.

Beyond this there is a fairly simple way to handle people geting into the tunnles mines and defending your base. For gdi as an example its near imposible for someone to get into the base with out geting fired at even if it missed there is your clue hey someone is in the base.  
Another option is placeing mines at the bottom combined with knowing when to defend your base these can be very efective.

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Subject: FieldTS - a big mistake...  
Posted by [liberator](#) on Fri, 17 Dec 2004 02:40:15 GMT  
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My point was that without the blocks, a player that is even remotely skilled can cripple the enemy team with little effort. My fix would be for there to be internal defenses that must be dealt with, thus buying time for the defending team to find the interlopers.

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Subject: FieldTS - a big mistake...  
Posted by [\[RoC\]Twix](#) on Fri, 17 Dec 2004 03:00:01 GMT

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I FIGURED OUT HOW TO WIN FIELDTS NOD!@!!!! DRIVE TEH NOD BUGGY INTO TEH TUNNELS TO STOP ALL GDI RUSHES LOLLOLOLOL

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Subject: FieldTS - a big mistake...

Posted by [Aircraftkiller](#) on Fri, 17 Dec 2004 03:17:18 GMT

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So your key to playing FieldTS is just doing nothing but attacking? This doesn't work, it does not play like Field, you cannot expect the same strategies to work. Adapt and survive, or complain... It's not getting changed.

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Subject: FieldTS - a big mistake...

Posted by [liberator](#) on Fri, 17 Dec 2004 05:16:04 GMT

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I don't expect you to change it, you git. I expect you to be you're lovable, everyday ACK who is supremely confident that his maps are TEH GR8EST EV4R!!!!111111 and if we don't think so we're stupid or retarded.

When in point of fact they are almost impossible to adequately defend in.

You appear to like the boolean tool when it comes to designing maps, you have more real estate dedicated to little nooks and passageways that allow one team or the other to attack at will while simultaneously defending with almost no effort than you do for paths for tanks and apcs.

They aren't balanced and they never end in a military victory, they usually go to the team that sneak and suckerpunch the best/most. The frankly suck and so do you, and they are skins AND textures you prick!

---

Subject: FieldTS - a big mistake...

Posted by [Jecht](#) on Fri, 17 Dec 2004 05:43:24 GMT

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[RoCTwix]I FIGURED OUT HOW TO WIN FIELDTS NOD!@!!!! DRIVE TEH NOD BUGGY INTO TEH TUNNELS TO STOP ALL GDI RUSHES LOLLOLOLOL

Too easy... lol jk Twix

---

and liberator, wuts wrong with a suckerpunch here and there :twisted:

Same type of thing would happen if you didnt defend the tunnels on....o say....Volcano, Complex, or Walls. But I guess the people who made those maps suck at mapmaking too :twisted:

---

Subject: FieldTS - a big mistake...

Posted by [knight1b](#) on Fri, 17 Dec 2004 07:16:40 GMT

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When the elevators dont glitch i find it as easy to defend as any other map if you have half a brain and any idea of tactics but hey thats me. True its not the best map out there. But i would rather play it than the normal feild map that normaly has way to much camping in it.

---

Subject: FieldTS - a big mistake...

Posted by [Jaspah](#) on Fri, 17 Dec 2004 13:43:52 GMT

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The elevators do not suck. They can be a little laggy, but if you pay attention you can exit the elevator even when the door is not open. Trust me, I've done this tons of times.

---

Subject: FieldTS - a big mistake...

Posted by [glyde51](#) on Fri, 17 Dec 2004 13:48:52 GMT

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Okay, what the fuck. Stupid topic. What are you playing??? THERE ARE NO GAMES OF TAG YOU FUCKING MORON. In Field all people do is camp half the time. Like god damn it. What does it matter??? The Medium tank will just sit in one place and shoot at the tank, like in every other Renegade tank war.

Go play tag somewhere else...

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Subject: FieldTS - a big mistake...

Posted by [HELLBILLY DELUXE](#) on Fri, 17 Dec 2004 14:19:07 GMT

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=[DT=gbull=[L]=]HELLBILLY DELUXEDT owns

You dont even know wut DT is.

DT was one of the sucker nub clans that die after 2 weeks with laddernubs like you as leaders. If I shall quote one DT guy "We will own you gse!" <--3 days before our war your sucker clan died. gJ

Quote:Uh, no, it's not. Learn the level before you go charging in saying it sucks. You have just as much of an opportunity to win as they do, and the game isn't sentencing you to wait 30 or more minutes while one team constantly sieges your base.

Yes I was ironical...grenadiers really own these buldings in seconds mister!!!111. I actually do think that the map would be about as fair as regular Field if the Medtank would have stayed the same speed. Its even more of a pain in the arse fighting off supermeds when they're camping.

---

Thats about the only thing that has to be changed on that map and I don't know if you can be arsed to do that, Aircraftkiller.

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Subject: FieldTS - a big mistake...

Posted by [\[RoC\]Twix](#) on Fri, 17 Dec 2004 14:55:41 GMT

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liberator! don't expect you to change it, you git. I expect you to be you're lovable, everyday ACK who is supremely confident that his maps are TEH GR8EST EV4R!!!!111111 and if we don't think so we're stupid or retarded.

The frankly suck and so do you, and they are skins AND textures you prick!

Dude, i seriously love you.. ACK is a douche isnt he? I guess this topic is locked.

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Subject: FieldTS - a big mistake...

Posted by [Vitaminous](#) on Fri, 17 Dec 2004 17:12:37 GMT

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liberator! don't expect you to change it, you git. I expect you to be you're lovable, everyday ACK who is supremely confident that his maps are TEH GR8EST EV4R!!!!111111 and if we don't think so we're stupid or retarded.

Your nickname should be Rebornator, not Liberator.

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Subject: FieldTS - a big mistake...

Posted by [IronWarrior](#) on Fri, 17 Dec 2004 17:31:53 GMT

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LMAO @ GSA and UNLauncher = n00bist!

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Subject: FieldTS - a big mistake...

Posted by [Jecht](#) on Fri, 17 Dec 2004 17:43:12 GMT

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dude, why do ppl keep bringing up that match we had with gse? I DIDNT EVEN KNOW ABOUT IT UNTIL IT WAS 2 DAYS AFTER IT HAPPENED AND I WAS THE LEADER OF DT, u really think it was well planned out? And DT was 6 months old moron. Now i'll tell you again, u dont know wut DT is, and you probably dont even know what its unabreviated name is. DT is Dead dumbass, not because our members quit, but because i wanted it to die.

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Subject: FieldTS - a big mistake...

Posted by [HELLBILLY DELUXE](#) on Fri, 17 Dec 2004 19:14:27 GMT

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And you started a new clan with the same retards doomed to die in 3 or 4 weeks...good job mate.

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Subject: FieldTS - a big mistake...

Posted by [Jecht](#) on Sat, 18 Dec 2004 14:47:48 GMT

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You fail at Stalking

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