Subject: SSCP1's unbalance to C&C_Field.mix
Posted by WNxTilly on Tue, 19 Apr 2005 16:12:13 GMT
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As Mac says, there are no changes to the map in Field other than stopping B2B. Wall jump on field is teamwork and possible in a sort of psuedo real world that is Renegade. I know not all of it is possible in the real world but this is something that I think should be left in. As GDI can infantry rush the front door of the ref with $1000 characters and still be alive after getting hit by the obelisk.

Anyway enough ranting.

Tilly