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Subject: Re: Quit fixing stuff that no one wants you to fix

Posted by [bly](#) on Tue, 12 Aug 2008 14:12:41 GMT

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Spoony wrote on Tue, 12 August 2008 08:51: bly, nunega, what's all this crap about the PT-through-walls-fix making clan games unfair? sorry, what? I see you condescendingly act as though you're some masters of how clanwars work, but it sure doesn't seem that way.

nobody uses nukes in clanwars anyway precisely because they're underpowered; they're too expensive considering the likelihood they will be disarmed, which is high.

they're used perhaps one game in 100, and more often fail than succeed.

if anything, making PTs unaccessible through walls will mean there's a damn point buying an SBH nuke in a clanwar - there currently is not.

as for the flame tank, sorry but you don't need to right click to rape infantry with a flamer. I've always found it damn easy to kill infantry with the flamer jets if I can get close, long before I knew about the right-click thing.

sbh nukes are used in more games than that, but its ok i know you are exaggerating to try and proove a point. if you're talking about sbh nukes then you're just wrong, if you're talking about nukes in general, then you're completely wrong. im not gonna bother explaining the normal nuke part, but sbh nukes are kinda a good buy.

islands, we somehow lose wf and strip, and all vehicles. gdi will try to rush thru the tunnels, cos thats how they roll. gdi also will have a hottie camping. nod gets a sak sbhnuke sak camps till sbh is in base, sbh nukes side bar, sak moves up and its gg.

i also wasnt trying to sound as though i speak for the cw community (ignoring the lack-of-skill shot) i play clanwars though, which you cant vouch for, so i would say that i do have some mastery of clanwar tactics, even though i dont do em all that well.

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