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Subject: Re: Fix outside PTs?

Posted by [Chuck Norris](#) on Thu, 14 Aug 2008 15:49:18 GMT

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Perhaps the debate should be kept in the other thread, but I'll summarize my vote with a list of reasons, which was for fixing this.

-It's pretty clearly a bug, and was not meant to be.

-Not everyone knows about this despite how common it seems to us here. I'd bet over half to possibly 2/3 of the community does not know of this. It's not fair that some people don't know when it's an exploit. You shouldn't have to know the dark secrets, so to say, to play.

-It destroys balance. This is the biggest reason it needs fixed. A SHB costs \$1400. They also take time to get to said location, and are basically effectively not working towards their team effort while nuking. Well, they ARE overall, but they stay hidden and do not actively fight or defend, meaning the opposing team has one less person against them at said time. On top of that, nukes aren't unstoppable, and while the Barracks specifically is an easier target, it's harder to get into via infantry. It's easier to defend against infantry so it's weaker to nukes. That's the tradeoff that building has for having no rear doors. This bug gives it the advantage of having no rear doors but takes away it's disadvantage.

-With outside PT access, SBHs are more useless. Nod has to rely on Stealth as a brute fight alone (if both sides are equal) won't work, and this hurts Nod a bit. The fact that alot of people call using the SBH a "n00bs tactic" clearly shows how useless it is now.

Reasons I can see for it staying, but don't think any are good enough.

-They're already in place and everyone is used to them. True, but they destroy balance, and this is flawed thinking since they were never meant to come to be in place to begin with. Sure, it sucks having to change, but to those who want to whine, be willing to adapt your strategy and play rather than wanting to rely on an exploit that changes the balance and intended play.

-Some nukes are hard to stop. This is true, but so are other strategies in given scenarios, and I think the game still balances out overall. It's all of these small things together that make Renegade so balanced, and with this bug, the SBH and part of Nod's stealth strategy are hindered.

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