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Subject: Re: Fix outside PTs?

Posted by [karmai](#) on Thu, 14 Aug 2008 18:04:27 GMT

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You guys are creating a patch

a patch to fix glitches

the pt glitch is one of the BIGGEST glitches in renegade, if you guys don't fix that theres no point in patching up the game

it wont be IMPOSSIBLE to disarm nukes, you'll just have to have 2 players fall back to defend it instead of just 1

IMO if it comes down to barracks VRS hand, in any size game its not hard AT ALL to mine the front of the barracks, and patrol with a havoc so that no SBH's get their nukes down.

GDI has a gunner as infantry, MAJOR point whore.. not has nothing like this, usually when it comes down to infantry only GDI's got somebody using a gunner all game while all nod can do is constantly SBH rush

tbh, if the havocs at the back of the barracks, 2 sbh's start attacking him.. if he has to refill he SHOULD have lost that game, thats when its time to step up, be nerdy, and kill them

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