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Subject: Re: Quit fixing stuff that no one wants you to fix  
Posted by [Chuck Norris](#) on Wed, 13 Aug 2008 07:20:17 GMT  
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Goztow wrote on Wed, 13 August 2008 02:41: I'll give you a good reason to keep PT outside: double nuke spots. What do you mean by that?

Edit: Rocko, that was probably the best post I've ever seen you write, and one of the better ones in this topic. I agree with all of that, but I think this bug does more bad than good. I see two reasons against this. The first is personal opinion (due to laziness/being used to using an exploit), and that's obviously not a reason, and the other is about SBH nuking, but this makes them near useless. The SBH doesn't have a very powerful weapon, and it's noisy as heck, so it's clear he was intended more for nuking than anything else, and now this said character and said Nod strategy of doing this is much more useless due to this bug. The costs and balance were gotten into before, and it was well balanced before, but this bug destroys the balance.

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