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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 17:53:50 GMT  
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Yeah, as for the double nuke, I have to agree that outside PT access won't come into play much there. Don't forget too that it has to be in a certain spot, meaning right out in the open, so you take the extra risk. On field, the Obelisk Purchase Terminal isn't THAT far away to be honest. It's not "right there", but you have over 30 seconds. You can also lay mines there to thwart them (it's possible to do it to where they either have to suicide and come back or use an ally, and if you get a random kill, you know they hit your mines). Don't exploit the PTs for lack of defense. Nothing fully replaces an active defense, that's just how it is plain and simple, and if you're off attacking and they happen to attack you then, they got the better of you in that instant, plain and simple, and you don't deserve the PT bug to work out of it. Try to compensate by getting something of theirs while their away from base. I know what you're saying by the long walk from the barracks to behind it, but that's the only even half decent situation I can think of, and even then, I think it's balanced out in the gameplay (costs and timing and everything). We're all just so used to it, and some people think SBHs are overpowered, but the bug really is more negative in terms of actual balance, and that's why I think it should go. Old habits die hard, but let this bad one die. Outside PT access and pointsfix are two of the best, if not the two best, gameplay bug fixes Renegade needs in my opinion.

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