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Subject: Serious bugs > Subjective balance issues  
Posted by [tanhm07](#) on Wed, 19 May 2004 09:07:24 GMT  
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JAVA!! DON'T YOU GET IT??? THIS PEOPLE WILL NOT SAY YES UNLESS IT BENEFITS THEM!!

'changing the pt bug would drastically affect gameplay'

:rolleyes: :rolleyes: :rolleyes:

CHANGING THE DAMAGE DONE BY HAVOCS AND SAKURAS AND MAKING GUNNER MISSILES HOME WOULD ALSO DRASTICALLY AFFECT GAMEPLAY. THE INSANE DAMAGE DONE TO AIRCRAFT MUST BE CHANGED CAUSE I FLY!! AND ITS MORE IMPORTANT THAN THE PT BUG BECAUSE I USE OUTSIDE PTS AND I DON'T WANT THEM TO BE GONE!!!!!!!!!!!!11111111

you plant a nuke behind bar, here comes along a havoc. It kills you with 10 seconds left. with no hotwire or engi in sight You're thinking ha no way its gonna get disarmed. But the havoc accesses the back barracks pt. Changes to hotwire. disarms beacons.

Owned. This, is by far as important as the so called n00b damage as it is PREETY OBVIOUS WESTWOOD DID NOT WANT PEOPLE TO BE ABLE TO ACCESS PTS FROM OUTSIDE as opposed to all the assumptions that havoc and saks are not AA/AV units.

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