
Subject: Re: Some Fixes, Some Ideas

Posted by [Chuck Norris](#) on Sun, 10 Aug 2008 18:56:09 GMT

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StealthEye wrote on Sun, 10 August 2008 07:51 Chuck, yes I agree that it is obviously a bug, although since so many players use it I think it would be better to fix it by adding PT's to the outside than to make it impossible to use them through walls. Other than that, I'm unsure about how easy/hard it would be as well. About the defending against nukes: well, in for example 2vs2 games, a barracks nuke would hardly be stoppable if you can not get a engineer on the outside and have to kill the sbh with your hottie/engi. In large games you are right, but in small games I can't say it's totally deserved to get a building with an SBH nuke just because the player had to walk for so long. Nonetheless I don't like a bug to fix that problem, I'd rather have a PT on the outside on the back of the barracks or something.

Either way it's probably too much work and/or too controversial. If it's too much work, that's one thing. Otherwise, it's a bug, and it shouldn't be left for laziness and/or exploiting sake. Everyone being used to it shouldn't be a reason either, because that wasn't bought by those wanting the points fix instated (I am for the points fix, by the way). It was not meant to be that way, and is thus a bug.

As for the smaller games, that's true, but think about it. It still balances itself out. If it's a 2v2 and I'm on GDI, I'm not too worried. By time someone has \$1400 and the time to get your base, you should have \$1500 for a Mammoth Tank, or if you prefer a Medium Tank, there's that instead with leftover. I know I'd rather have a vehicle and an ally doing whatever versus 1 Nod enemy (the other is the SBH). The SBH is guaranteed one building, but if played right, GDI is guaranteed AT LEAST as much (and if the other Nod guy snuck in as a Stank, two GDI vehicles should take out Nod's base faster, or it may be really close, depending on who hits first and with what). SBH's are NOT overpowered. Yes, you see it happen alot, but that's because that's what Nod does (just like strength is what GDI does). SBH's aren't overpowered or anything. Because of this bug and more widespread knowledge of it, they're actually alot more worthless. I still see no real reason why this shouldn't be fixed, unless it is actually too much work, as I don't mean to sound disrespectful or demanding of the work being put into this, but with all these features being added, I think bugs should be looked at first, and this one I do think needs fixed and has no real argument for why it should stay.
