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Subject: Re: Fix outside PTs?

Posted by [Goztow](#) on Thu, 14 Aug 2008 12:58:46 GMT

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Barracks has more chance of being killed by a nuke and less chance of being killed by a techie (only one entrance). If you think about it, it does make sense.

I voted for "fix". i used to think it was a bug we should keep but a long discussion convinced me that it should probably be fixed. It's up to the players to adapt their tactics (example: keep an player in the defense with a remoted humvee to quickly react on SBH's).

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