
Subject: Re: Renegade Resurrection goes beta!
Posted by [Spoony](#) on Sun, 10 Jun 2007 05:24:25 GMT
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How can it be a bug for a base defence to attack an enemy vehicle which it can clearly see?

If it should attack infantry and vehicles in the cave, it should attack the harvester... if it shouldn't attack the harvester, it shouldn't attack infantry and vehicles.

Mesa IS balanced, by the way, and removing this will tip that balance in Nod's favour.
