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Subject: Unit Balance

Posted by [Javaxcx](#) on Sat, 15 May 2004 02:38:00 GMT

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I'm confused, are you trying to argue that snipers should be toned down because aircraft (which are lightly armoured, which I'll say again) are being destoried because the top of the rockface is swarming with snipers when the HoN/Barracks are destoried?

If you KNOW the top of Walls\_Flying has snipers on it, why would you purchase an aircraft anyway? So the aircraft can fly to the top and kill off the snipers? What if Raveshaws or PICs are up there, and destory the aircraft, or better yet, what if they're on the ground just outside the base? The aircraft can't leave the base without being bombarded by death.

Thats poor strategy, not poor balancing.

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