
Subject: Serious bugs > Subjective balance issues
Posted by [Vitaminous](#) on Sat, 15 May 2004 02:45:34 GMT
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Personally I just find it annoying when I'm trying to support the land units with a flying unit like on City_Flying and some n00bjct-Havoc/Sakura or any common sniper unit force me to go land in my base to repair.

Destroying vehicles with snipers is stupid, some people might see a balance issue if n00bjets get fixed, but the addition of anti-air base defences to the game should spice things up, not to mention rocket launchers getting heat-seeking rockets (might be wrong on this one, haven't really heard about it).

Yes, the purchase terminal exploit is also part of a problem, I support the fixing of both things, I don't see why we're arguing over two things that NEED to be fixed in a future patch.

Go you!
