
Subject: ya em,,
Posted by [CackBoy26](#) on Fri, 13 Aug 2004 19:17:48 GMT
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Yea...I don't get it.

I can understand fixing tanks going over walls, base 2 base, and falling through buildings, but some things just don't need fixed.

NOD has a Sakura, GDI has a Havoc...that's about as balanced as that gets. If you can't handle getting your chopper shot down by a havoc, buy a light tank.

Refilling vehicles? HUH?

If you can't handle someone shooting through the weapons factory glass...buy a vehicle, they blow up.

If it's not broke, don't fix it.
