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Subject: Unit Balance

Posted by [SuperFlyingEngi](#) on Sat, 15 May 2004 02:30:16 GMT

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Like planes having to hide behind the big rock in Walls, then pop out for a quick couple rounds before having to duck behind cover? Or how snipers will camp up on top of the hill once barracks/HoN is gone and blow up any chopper that dares to be purchased? I think the idea of homing rockets and other alternative anti-chopper devices are much better and also sound more fun.

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