JavaxcxI'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.

If you were saying "it's poor strategy to purchase an aircraft and fly into an area where you know there are lots of anti-aircraft units", then I would agree with you. However, that doesn't mean that I think that the presence of anti-aircraft units somewhere, should make the use of aircraft ineffective anywhere. If there are anti-aircraft units in the middle of the map (i.e. the mesa on Walls Flying), why shouldn't you be able to use aircraft in a different area of the map? You might want to use aircraft to defend your base during a ground assault, but using Walls Flying as an example again, a couple of snipers can kill you in seconds even if you are half the map away. That is poor balancing.

Anti-aircraft units shouldn't be able to cover such a large area because it negates the tactics involved, particularly when they have an instant hit weapon that kills in 5 shots, with 4 shots in a clip. You should have to move your counter units into position to deal with the threat, not just sit back and shoot them from halfway across the map.