There is a beautiful paper-rock-scissors balance to the game which is the reason we've been playing it for so many damn years. If both teams had the same units, it wouldn't be nearly as fun.

I am not against the PT fix. I'm very much in favor of studying its affects on gameplay and I have already offered up my server to beta test it. I don't like making assumptions about the affects of a change when it's so much easier to just test it out.