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Subject: Flame rushing on City...

Posted by [Anonymous](#) on Wed, 08 May 2002 10:02:00 GMT

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quote:Originally posted by SgtZim:To whomever said they would get orca'ed to death on the bridge...Just take a light tank with you, or one must be a sniper. The Orca comes, hop out, blast, get in, go, repeat. Hazardous, yes, but theoretically effective. Besides, there will always be lone/ small groups of snipers and assorted 'fantry around... I'm sure they love to take potshots at the flying deathtraps.C'mon, being a sniper in a tank will not only cause the flame rush to no longer become a rush, because of the delay, but also shorten the lifespan of your tank as you can't repair it. And, it's more like the aircraft will take potshots at the infantry than the other way around. An APC might scare the aircraft away, though. In addition, a smart pilot will know that the most common sniper spot is the hole in the middle of the building of each side and thus fly low on the other side of the bridge, making it a blocked shot for most snipers (I mean the hole on enemy side now, 'cause most snipers stay on their side of the map).

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