
Subject: New Aircraft Strategies ... Things Are Gonna Be WAY Differen

Posted by [Anonymous](#) on Fri, 29 Mar 2002 11:36:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well I myself cant wait to get in the air.I do have a problem though and Im hoping itonly an assumed problem and doesnt become reality.In the single player missions as many know, aircraft can be destroyed by any vehicle/unit you happen to be using.This just aint right and I'm hoping westwood takes into consideration how much this would make the game suck in multiplayer.In the golden years of CnC, only anti-air missles from certain vehicles {mammoth, recon bike, etc.} and rocket soldiers could attack aircraft in the air.They were also vulnerable to the GDI Tower and SAM sites and eventually watercraft.This is how it should be. Whats the point of taking to the air if every unit and vehicle is capable of bringing you down. You'd be a sitting duck{err... flapping duck}The game should continue as it was in origin.Aircraft have an advantage because they are an advantage. It doesnt make it unfair,it makes it real.Lets hope Westwood feels the same.[
March 29, 2002: Message edited by: Muffdyvah] [March 29, 2002: Message edited by: Muffdyvah]
