
Subject: New Aircraft Strategies ... Things Are Gonna Be WAY Differen
Posted by [Anonymous](#) on Thu, 28 Mar 2002 21:45:00 GMT

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I'm not a beta tester, so I haven't actually flown the aircraft that they are playing with right now, but here are some problems/strategies that I can foresee. The aircraft are going to VERY much change the game for clued players.

1. Combined aircraft/APC eng rush. one APC and 2-3 aircraft penetrate the base. The oblisc/AGT won't be able to target/destroy them all. A combined effort of 3 ppl should be able to destroy any building...repeat as necessary.
2. Air harvester attacks. It doesn't shoot back, so it should be easy to attack them from the air...even if the missiles don't do much damage...land, get out...plant c4, and then get back in and fly off.
3. Snipers-o-Rama. Snipers love nothing more than high places to snipe from. With the new access to rooftops, it's going to be a real headshot fest for anyone on foot.
4. Kamikazee attacks? Stick a bunch of proxies/C4 on the nose of an orca and slam it into an enemy tank.
5. Cool air support. An engineer could fly around, repairing units as needed all over the map (provided it's safe for them to land and jump out). These are just off the top of my head...can anyone think of any more? I'd like to hear the Beta testers theories/experiences too.
