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Subject: Forget the APC rush... (about flying vehicles)  
Posted by [Anonymous](#) on Mon, 25 Feb 2002 20:18:00 GMT  
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Imagine a combined APC/Chinook Rush. Two APC's Two Chinooks...then again having 3/4's of the team in those vehicles probably isn't the best idea...Still.The possibilities that \*just\* the Chinook adds are awesome. Plus the fact you can go on top of buildings on the two aircraft maps. A host of new tricks... Take the Chinook do a quick flyby of an enemy building dropping the airborne engine corps while the support hits at the same time as the entire base is focusing on the enemy holed up in their building...\*ahem\*I'll stop ranting. Any other (hypothetical) tricks someone wants to try?

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