

---

Subject: Re: C&C\_Fjords official release

Posted by [Spoony](#) on Sat, 17 Sep 2011 19:16:13 GMT

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

---

the base defences are fine against aircraft, but it's aircraft controlling the main field and preventing offense i'm worried about.

can't an apache easily defeat a mammy or mrls simply by flying above it? isn't a competent apache bound to win against an mrls? yeah, i expect rockets will be OK at damaging aircraft, but won't an apache just murder them before they get through a clip? i would certainly think PIC/Rav should make good anti-air; given the map size there seems little else for them to do besides defend the Nod high road or GDI WF-side.

i suppose it'll simply require a mix of units, something of which i'm in favour, by the way.

i also recommend that donate is off for the first five minutes; basically puts a cap on how early aircraft can come into play.

---