
Subject: Snipers with Ramjet vs Air units.

Posted by [m1a1_abrams](#) on Tue, 15 Jun 2004 08:02:55 GMT

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I was thinking about something yesterday while playing City Flying. It's become such a boring map for me because the only units that you see used are Orcas/Apaches, APCs, Havocs/Sakuras and Stealth Tanks. Everything else is pretty ineffective because tanks get chewed up by aircraft hovering above their maximum gun elevation and light armoured vehicles/infantry get cut to pieces by the snipers.

Imagine how much more fun City Flying would be if you had Mammoth Tanks and MRLS slugging it out with Light Tanks and Artillery, while Orcas fly overhead and Buggies drive past on the ground. That's what it would be like if snipers did minimal damage to light armour and aircraft had to reload their ammo at the Helipad. The light vehicles would suddenly become usable in all sorts of different ways and you'd see a lot more tanks in the field if they didn't have to worry about aircraft hovering over them indefinitely. You could still use your APCs and Stealth Tanks just the same, but there'd be much more choice of what units to use. The aircraft would take some getting used to, mainly because they wouldn't own all ground vehicles anymore (particularly if you have units with homing missiles), but they'd also be able to fly where they wanted to without hugging the terrain in fear of snipers.
