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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 obelisk/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.

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Subject: New Aircraft Strategies ... Things Are Gonna Be WAY Differen  
Posted by [Anonymous](#) on Thu, 28 Mar 2002 23:58:00 GMT

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how fast are the aircrafts? Because I'm expecting on the first day everyone will rush the patch to buy aircrafts only and no tanks or infantry at all. So if the aircrafts are slow enough that a rocket will hit them then....

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Subject: New Aircraft Strategies ... Things Are Gonna Be WAY Differen  
Posted by [Anonymous](#) on Fri, 29 Mar 2002 01:11:00 GMT

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quote:Originally posted by Blazer: 1. Combined aircraft/APC eng rush. one APC and 2-3 aircraft penetrate the base. The obelisk/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). Most of those tactics work great with vehicles too. 1. try rushing with 4 APCs, the obelisk/AGT won't be able to target all. 2. humvee -> park next to harvester -> plant C4 -> shoot at it with your weapon -> drive back -> repeat | that's much quicker I think, than everytime landing and starting off. 3. agree. 4. try with every other quick vehicle. 5. I use a humvee to drive around or get lifted by teammates.

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

Posted by [Anonymous](#) on Fri, 29 Mar 2002 05:02:00 GMT

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With flying theres no terrain or obstacles(rocks, light poles) so youll be able to do all those attacks faster and easier. Unless you crash into an enemy aircraft.

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

Posted by [Anonymous](#) on Fri, 29 Mar 2002 05:13:00 GMT

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i'm looking forward to trying them out as we all are. i can't wait to read about the success stories! no doubt there will be some that say they aren't worth the money, but like all weapons, they'll have their place..

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

Posted by [Anonymous](#) on Fri, 29 Mar 2002 11:18:00 GMT

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quote:Originally posted by ArmorAce.:With flying theres no terrain or obstacles(rocks, light poles) so youll be able to do all those attacks faster and easier. Unless you crash into an enemy aircraft.Exactly! Think about it...usually what stops an APC rush is either going around that \*\*\*\* corner and getting one strike too many by the oblisc, or some tank or something is in your way. With the open skies, penetrating the defenses should be cake.

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

Posted by [Anonymous](#) on Fri, 29 Mar 2002 11:24:00 GMT

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its gonna be easy flying an orca past the obolisk on the map City

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

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

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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

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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 ]

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Subject: New Aircraft Strategies ... Things Are Gonna Be WAY Differen  
Posted by [Anonymous](#) on Fri, 29 Mar 2002 12:38:00 GMT

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well the orca is the fastest and the chinooks are relatively fast. and ppl are going to be snipers get a chinook to a high up place and rain death. How are they gonna be bought they gonna fly in? or be made or flown in by a C130

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Subject: New Aircraft Strategies ... Things Are Gonna Be WAY Differen  
Posted by [Anonymous](#) on Fri, 29 Mar 2002 13:11:00 GMT

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I also believe that MRL's are going to be the big AircraftKillers (uhh...no pun intended AK).Also, Personal Ion Cannons and Ravenshaws will probably do well. Too hard to avoid their shots, and they are pretty powerfull.I think the orca is going to replace the apc. It takes about as much damage, and like people have been pointing out, without the inconvenience of having to steer around obstacles and big old blocking mammy's, beelining to the powerplant will be a lot easier (especially with three orcas).There is saliva dripping down my chin....

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Subject: New Aircraft Strategies ... Things Are Gonna Be WAY Differen  
Posted by [Anonymous](#) on Fri, 29 Mar 2002 13:18:00 GMT

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quote:Originally posted by Blazer:With the open skies, penetrating the defenses should be cake.you guys have to realize that the apaches are 200/200 and the chinooks are the same as the APCs in health, plus, for the chinooks to be effective, they must fly high to avoid confrontations, however, when they fly high they are taking a chance, cuz if they are shot down, EVERYONE inside is killed from the crash.I'm sure that alot of infantry will be effective against air anywayit wont be THAT easy[ March 29, 2002: Message edited by: eNtHuSeD ]

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Subject: New Aircraft Strategies ... Things Are Gonna Be WAY Differen  
Posted by [Anonymous](#) on Fri, 29 Mar 2002 13:37:00 GMT

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This is what im going to predict to happen.Nothing will be on the ground. Everyone will wanna flying unit. There wont be to many tanks goin around and fighting, it will be full Air to Air combat.

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SO a good force needs to be balanced. Having a few flying units along with the everyday tank and infantry force will beat ANY opponent using just air.

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Subject: New Aircraft Strategies ... Things Are Gonna Be WAY Differen  
Posted by [Anonymous](#) on Fri, 29 Mar 2002 13:41:00 GMT

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quote:Originally posted by Nuke-um:SO a good force needs to be balanced. Having a few flying units along with the everyday tank and infantry force will beat ANY opponent using just air.yep,balance is the key to this gametoo many of one type of unit (infantry, tanks, or now soon-to-be aircraft) is a bad thingBALANCE!

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Subject: New Aircraft Strategies ... Things Are Gonna Be WAY Differen  
Posted by [Anonymous](#) on Fri, 29 Mar 2002 15:46:00 GMT

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Making the aircraft easier to shoot down will help make the game more realistic. Now all they have to do is remove the ability for someone to JUMP and dodge a bullet...I mean come on, how many soldiers can boast how they jumped really high and really fast in order to stay alive???If the aircraft are too powerful then they'll be too difficult to beat.

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Subject: New Aircraft Strategies ... Things Are Gonna Be WAY Differen  
Posted by [Anonymous](#) on Fri, 29 Mar 2002 20:40:00 GMT

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Aircraft will make a huge advantage for whoever is in them even if everyone can fire at you. I'd rather the game be as realistic as possible, and it's possible for a rifleman to shoot down a helicopter if he's in range. Plus, with all this aircraft rush, when the aircraft are released all bases will probably be equipped with at least one sam site, with targeted missiles. Yes, the ones that follow the aircraft around. So that would be more difficult to pull off. I also hope that the mammoths and mrls would be able to target the aircraft with their missiles.

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Subject: New Aircraft Strategies ... Things Are Gonna Be WAY Differen  
Posted by [Anonymous](#) on Sat, 30 Mar 2002 00:07:00 GMT

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It's easy to dodge a tank shell when driving a medium tank. How hard can it be while flying? Come ON! The SP vehicles don't move unpredictably, making them extremely easy to hit, and they are all much weaker than they are in MP. Obviously the same goes for aircraft, so I don't think you need to worry.

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

Posted by [Anonymous](#) on Sat, 30 Mar 2002 00:52:00 GMT

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Well all the unts are much harder in multiplayer for example on commando it takes 2 rockets to blow a stealth but in mp it takes alot. and if you fly just out of the arc of the tank (you'll have to be close) you can't get hit unless something else is backing it up. the thing i'm dreading about the aircraft are MRLSs as 6 shots all aimed at the air is gonna be hard to doge if they shoot in different directions

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

Posted by [Anonymous](#) on Sat, 30 Mar 2002 19:03:00 GMT

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There will be no SAM sites. The AGT and oblisc target aircraft. The biggest problem will probably be nukes placed on top of buildings. When the nuke gets placed, there will be like 5x more places to look for it

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

Posted by [Anonymous](#) on Sat, 30 Mar 2002 20:45:00 GMT

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There will also be a mine shortage, the beta testers are whining about that too...

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

Posted by [Anonymous](#) on Sat, 30 Mar 2002 22:01:00 GMT

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I'll bet that the best use of aircraft will be opportunistic fighters. They can instantly flank opposing tank forces, ensuring instant confusion, often fatal. For effective clans, they can serve as intelligence gatherers, reporting enemy movements. Plus the chinook, loaded with troops, can instantly deliver a sizable force anywhere on the map within seconds. An interesting tactic i thought of is for chinooks with a passenger or two to lurk waiting for someone to hop of their vehicle to repair. The chinook drops in, the pass. gets out and 'liberates' the other side's tank. Of course, that would require some coordination.

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