Subject: No Tactics For Aircraft? BS. MY SECRET AIRCRAFT BETA STRATEG
Posted by Anonymous on Wed, 17 Apr 2002 19:48:00 GMT
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Want the edge on your n00bie opponents? Want to fly around like you're c0ck of the walk?Since I'm a beta tester (Not trying to sound arrogant and stuff) and have had a bit more time with these suckers than you d00ds have, I'll share some of my best strategies.Tank Buster (C&C_City_Flying ; C&C_Walls_Flying)When flying your aircraft, you may happen to spot the occasional enemy tank. When you do, my advice is to fire with your 30mm\20mm chain gun. Open up on that SOB like there's no tommorow. Keep locked on the tank and strafe side to side and up and down. When the tank is almost dead and you don't feel like tangling with an infantry unit, fly down very low on TOP of the tank and keep firing at it. Keep pressing the C button while you do this. Once the tank blows up, the infantry unit is squished. My favorite comment to go along with that is: "SMOOSHED J00!"   Structure Assault (C&C_Walls_Flying)Now, Walls is non-base defense map. The best thing you can do is a small strike against the enemy base. I'll use GDI as an example. First, buy an Orca. Fly it and KEEP LOW. No matter what, KEEP LOW. Fly LOW around the center portion of the map, do NOT go above it unless you want snipers\Raveshaw to catch you or want to tangle with enemy aircraft prematurely. Fly into the large notch on either side of the large wall defending the Nod base. Once you do that, you have free access to the base for a limited amount of time. Hit the Airstrip's control tower first. Fire missiles at it and move fast, jink (using control and the side to side movement keys to strafe left or right, while doing all sorts of evasive maneuvers) often, and continue to keep the airstrip in your sights, moving down the runway, ascend, and descend again as you fly down the runway, firing your missiles at the runway and control tower. Once you've been shot up enough to the point of where you have 160 health points left, ascend, fly above the Nod wall, and descend as you haul ass past the center portion of the map. Return to your base and get repaired. Keep repeating if you are not under assault.Dogfighting (C&C_Walls_Flying ; C&C_City_Flying)I think this pretty much explains itself. When confronted with numerous enemy aircraft, the best thing you can do is raise your altitude and attempt to gain the tactical advantage over them. Fire your cannon and continue to hit them until you can't hit them anymore with it. Then, as your armour starts to decrease from being pounded by a combination of missiles, cannon fire, and whatever else is thrown at you, turn around (make sure you have "Camera locked to turret" activated in the options screen) and aim at the nearest helicopter. Fire on it with your cannons. You WILL hit it, regardless of if you believe you will or not. Keep firing at the pursuing aircraft until you can reach your base and land for repairs. Repeat as many times as necessary.Shooting backwards is the most effective way to hit an enemy aircraft with your aircraft.Those are just a few of my strategies... I ain't giving them all away.   [April 17, 2002: Message edited by: aircraftkiller2001]