
Subject: Dang! Strategies have changed 10 fold
Posted by [Anonymous](#) on Wed, 17 Apr 2002 21:29:00 GMT
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Strategies only change on the TWO maps with air units. Also, infantry seem to work the best for taking out the air units, specifically Rave/Syd or snipers. MRLSes would work from a distance but you can just park your heli on top of them and gun the MRLS to death. Tanks do nice if you can hit, they don't have enough elevation to shoot unless you're flying fairly low. Oh, and Flame Tanks eat Orcas and transports like nothing. Just start waving flame in their direction when you see them. [April 17, 2002: Message edited by: Deathgod]
