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Subject: How the aircraft patch should be, IMHO...

Posted by [Anonymous](#) on Wed, 03 Apr 2002 16:05:00 GMT

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Playing the game right now, I am really sensing that the flame tank rush is getting stale. Nod victories are always based on those stupid tanks, and even though an organized clan can possibly defend a 3-4 flame tank rush, most random assortments of players in public servers can not, making it quite annoying. I know, I know, you've all heard enough about the subject, but I'd like to give my idea of a solution. And what better way to offer a solution than to integrate my idea with the upcoming aircraft patch? Not like Westwood's gonna use them, but I'm bored. Anyways, here's my idea of how it should play out. Orcas should be the anti-tank, costing just as much as the old flame (800 credits, for you slow ones). It makes sense...the flame tank's flame can only go so far, so the Orcas should be able to simply fly at a distance and pick off an oncoming tank rush with no difficulty. And if NOD isn't defending its base, then a quick rush of 3-5 orcas should be just as devastating as a quick rush of 3-5 flame tanks. The obelisk and turrets are useless against the Orcas. However, NOD has some new base defenses to prevent such an attack from being too easy. 2 to 3 SAM sites will cover any NOD base, provided the game is a map WITH base defenses. If an Orca tries to approach a NOD base, the SAMs will shred them to pieces with little to no difficulty. However, SAM sites are as easy if not easier to take out than the standard NOD turret, so a few quick strikes from some MRLS's can leave the NOD base VERY open to an aerial attack...NOD has yet another ace up its sleeve, though, in case that should happen. This is the Apache (costing about 600 GP). The Apache's machine gun is capable of bringing down an ORCA relatively quickly, as its continued rate of fire can do more damage than the Orca's comparatively slow-firing missiles. It will still be a close fight, for sure, but the Apache has the definite advantage as its bullets travel much more quickly than the Orca's rockets (which can be, in turn, evaded with some Apache piloting skill). So, Apache's are basically the anti-Orca, unless the pilot really sucks. The Apache's machine gun also makes quick work of infantry, making it a good defense against a GDI infantry rush. However, the gun doesn't do much damage against heavily armored tanks or buildings. GDI, on the other hand, will also have some unique defenses. The Advanced Guard Tower, which is awesome against infantry but sucks abominably against ground vehicles, comes specially equipped with a few AA chain guns which make quick work of an Apache. GDI's ground vehicles also come specially equipped with anti-aircraft weaponry. The MRLS's missiles now have homing capability against Apache's (and perhaps other vehicles), making them an effective support vehicle for an Orca that's being attacked by an Apache or two. The powerful Mammoth tank also comes with anti-aircraft missiles (yes, those missiles that you only use against infantry right now!). NOD, on the other hand, has only one vehicle with AA capability...the stealth tank. Yes...finally, that expensive tank finally becomes useful for something! That missiles can now home onto Orca's, taking them out with a few hits. Because of the Orca's height, spotting the stealth tank will be extremely difficult (as they "phase out" more with distance) and will make the copters vulnerable against the stealth tank. However, since the stealth tank is Nod's more expensive unit with little armor, you better make sure that GDI's ground units (i.e. Mammoth Tanks) don't catch a glimpse of you! From the infantry point of view, NOD's stealth Black Hand units are as effective at hiding from Orca's as its grown-up mechanical buddy is, making him still the premier base hit and run master. The rocket soldiers and Gunner can take out the helicopters quite effectively, although they have to aim manually. The railgunners (Sydney and Raveshaw) can take out helicopters in about 3 or 4 hits, given that the aircraft is in range. And finally, to clear up any loose ends, tank shells CAN down a plane, but it is significantly harder to land a hit against a moving target than it is to do with a well-placed rocket. Whew, that was a lot of

typing. What do you guys think? Sound balanced?

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