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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 multiplay 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'l have to be close) you can't get hit unless something else is backing it up. the thing i'm dreding 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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