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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 oblisc/AGT wont 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 doesnt shoot back, so it should be easy to attack them from the air...even if the missiles dont 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, its 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 its safe for them to land and jump out).most of those tactics work great with vehicles too1. try rushing with 4 apcs, the obelisk/agt wont be able to target all2. humvee -> park next to harvester -> plant c4 -> shoot at it with your weapon -> drive back -> repeat | thats much quicker i think, than everytime landing and starting off3. agree4. try with every other quick vehicle5. i use a humvee to drive around or get lifted by teammates

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