
Subject: Aircraft should be on all levels
Posted by [Anonymous](#) on Sun, 21 Apr 2002 14:38:00 GMT
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I think westwood should make all maps aircraft-useable. PLayering it on city and walls gets boring

Subject: Aircraft should be on all levels
Posted by [Anonymous](#) on Sun, 21 Apr 2002 14:45:00 GMT
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No

Subject: Aircraft should be on all levels
Posted by [Anonymous](#) on Sun, 21 Apr 2002 15:06:00 GMT
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they will eventually be on all maps. its just that they only had time for 2. ww wanted to get aircraft out fast to "please the people." give them time to debug and you'll get em.

Subject: Aircraft should be on all levels
Posted by [Anonymous](#) on Sun, 21 Apr 2002 15:56:00 GMT
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well I think I would like to see that because city and walls can get boring I suppose. Really it's just that its hard to find a server with those two maps thats fast and I can actually get into.kanejry2k

Subject: Aircraft should be on all levels
Posted by [Anonymous](#) on Sun, 21 Apr 2002 19:32:00 GMT
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they might put them on all maps when the lag is under control

Subject: Aircraft should be on all levels
Posted by [Anonymous](#) on Sun, 21 Apr 2002 19:46:00 GMT
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they'd make tanks obsolete NOT ThaT I CARE

Subject: Aircraft should be on all levels

Posted by [Anonymous](#) on Sun, 21 Apr 2002 23:38:00 GMT

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Some map will be fun with air units such as complex. People will have to fight in multiple ways and will require more team work. Some map is just not suitable such as under and field.

Subject: Aircraft should be on all levels

Posted by [Anonymous](#) on Sun, 21 Apr 2002 23:57:00 GMT

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Air units on all maps would be a very bad thing. All you guys ever do on air maps is buy helos. From what I've seen, the only time you end up playing for skill's sake is when someone disrupts your attempts to be Maverick by destroying or attacking your airfield/weaps. fact. Me? I'd have fun torching every structure in the opposing base while you guys buzzed around in your Orcas and Apaches. Personal observances of aircraft on: Complex: this is already a quick map WITHOUT aircraft. I've seen games done in five minutes on this one. Canyon: Too cramped as-is. It'd be inviting a 30 (or whatever time limit) minute anti-aircraft fest. No fun at all. Field: Go nuts. Just realize I'll have fun beaconing your structures while you take a ride in the Danger Zone, Maverick. Mesa: too small to do any real good - going above the Canyon walls would make you almost in range of Ob/AGT fire from takeoff. Islands: this is already a FT rush/Nuke Beacon map - the low mountains and usually very well-defended bases (chuckle) would make the skies a VERY dangerous place to be on this map. Volcano: there'd only be one sensible approach on this map - through the Volcano. And while I know most people don't know this stuff, that hot of air into a chopper engine would overheat it faster than a SAM. Hourglass: this is a twink map already. Air units would be almost useless in this map except to beacon spot/cover and recon. Nothing more. What we NEED are new maps. City and Walls were chosen because they were the most conducive to flying units and the largest maps in the game. Field is the only map in the game where flying units could also work...but it'd be lethal, as there's no cover at all from AA fire. [April 22, 2002: Message edited by: destroyax]

Subject: Aircraft should be on all levels

Posted by [Anonymous](#) on Sun, 21 Apr 2002 23:59:00 GMT

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quote:Originally posted by FHATODude:they'd make tanks obsolete NOT That I CARE Hardly, they'd just make infantry the dominant unit in the game - not like it isn't already.

Subject: Aircraft should be on all levels

Posted by [Anonymous](#) on Mon, 22 Apr 2002 02:35:00 GMT

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i like the new patch because it makes the game more enjoyable and there is not much lag on the flying maps and making more flying maps might make the game lag more-----i kill

newbies

Subject: Aircraft should be on all levels

Posted by [Anonymous](#) on Mon, 22 Apr 2002 09:25:00 GMT

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And, speaking of aircraft, the nod officer should be able to call in two bot minigunners. That would be fun.

Subject: Aircraft should be on all levels

Posted by [Anonymous](#) on Mon, 22 Apr 2002 12:06:00 GMT

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id say more than on multiplayer games they should add orcas to the campaign levels. now that would be fun. or do the campaigns already have em? im on the all brains no brawn level.
