
Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Thu, 28 Feb 2002 18:43:00 GMT
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I think if the singleplayer chinooks are a good example, we are in trouble. Those are so fragile a simple chaingun would kill them. I think a tankshot, which equals 2 man pack rockets, which equals 100 (good number) regular bullets should be its health. Also, as it is my computer doesn't like to see anything but the texture outside the vehicles. All jokes aside, it's pretty fun to have a tankwar with only decals, burnmarks, and blinking lights to indicate where you are. I'm not joking when I say the stealth tanks were easily seen. Tactics wise, I don't think that too many people will opt for a chinook rush. I think, with all things considered, that it should be a lategame extacy, like having a gunner in a chinook taking a harvester down. Even better, everyone standing on the ramp, shooting into the fray. Those are the ones that we all love.
