Subject: Dang! Stratagies have changed 10 fold Posted by Anonymous on Wed, 17 Apr 2002 13:56:00 GMT

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Ok after playing the new patch I found that sakura/havoc/Porta Ion, and Raveshaws imortance has increased alot. They are the best anti air weapons on the ground. Unfortunatly I havnt had a chance yet to try out land vehicls in the game yet. So far thats what I've come up with on an hour of playing time.

Subject: Dang! Stratagies have changed 10 fold Posted by Anonymous on Wed, 17 Apr 2002 14:06:00 GMT View Forum Message <> Reply to Message

I had some success blasting Orcas with Moble Artillery surprisingly enough. Just use your superior range to blast away at 'em, you'll probably miss, but only really gutsy fliers charge you, and I shot 2 of 'em down

Subject: Dang! Stratagies have changed 10 fold Posted by Anonymous on Wed, 17 Apr 2002 21:02:00 GMT View Forum Message <> Reply to Message

Arty might work, but do NOT try and take out a chopper with an MLRS - unless you feel like losing it.

Subject: Dang! Stratagies have changed 10 fold Posted by Anonymous on Wed, 17 Apr 2002 21:08:00 GMT View Forum Message <> Reply to Message

Laser chain gunner can do a pretty decent job...

Subject: Dang! Stratagies have changed 10 fold Posted by Anonymous on Wed, 17 Apr 2002 21:29:00 GMT View Forum Message <> Reply to Message

Strategies only change on the TWO maps with air units. Also, infantry seem to work the best for taking out the air units, specifically Rave/Syd or snipers. MRLSes would work from a distance but you can just park your heli on top of them and gun the MRLS to death. Tanks do nice if you can hit, they don't have enough elevation to shoot unless you're flying fairly low.Oh, and Flame Tanks eat Orcas and transports like nothing. Just start waving flame in their direction when you see them.[April 17, 2002: Message edited by: Deathgod]

Subject: Dang! Stratagies have changed 10 fold Posted by Anonymous on Wed, 17 Apr 2002 21:29:00 GMT

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snipers = TOO powerful against aircraft. Should do 50\% less damage!

Subject: Dang! Stratagies have changed 10 fold Posted by Anonymous on Thu, 18 Apr 2002 23:57:00 GMT View Forum Message <> Reply to Message

I like the air units being as weak as they are. Maybe a week from now people will realize they're twinkie units and only use them for support, rather than not giving a rat's ass and happy fly around as their base gets decimated. If not, well, then my ladder score will improve, because I've been taking out the sumb1tches left and right.