Cain, Billy

It would be great for any Wasp in formation with the player to engage the booster when the player does.
Sounds pretty tough to get right, though.
There may have to be a bit of time spent on the AI pilot's part getting set up on the Player's trajectory?

    - Cinco

What would be most useful to you guys?

I would guess that you'd want your wing to engage(!) with you, as long as they're heading in the same direction.

Do you also want the ability to send AI pilots out in Wasps?

Talk to me here!
bjc

Dunno. I figure I could give you a command to engage the booster, if that would be easy to do. Since it only happens once per mission for that ship, it would be difficult to know when to force them to use it, without a certain amount of knowledge about what is going to happen later in the mission.

JH

For the list of things to come:

AI should know how / when to ENGAGE Wasp Booster.
Maybe Designers need the ability to engage it? Maybe all craft on wing should engage when the leader engages it?

Your thoughts?
bjc