

---

Subject: Air patch tactics

Posted by [Anonymous](#) on Fri, 19 Apr 2002 08:22:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

hehe, I bought a new keyboard (some m\$ cheap one) that changed the layout of the keys a bit. I always try to catch people falling to their deaths in a screenshot but keep missing the button. Anyone have any? . We could start a whole slew of shots just on that hehe. I never get tired of watching 1000 characters fall helplessly to their death . You can always "see" blackhands (invisible) if you get close enough. So look before you land for their obvious transparent distortion. You'll never get taken by surprise by them. I haven't to this day, simply by taking a quick look around. You'd do it in real life anyhow . The transport chopper can take 2 obelisk hits. Use them wisely. In city you can easily make it to any building of choice, loaded to the gills. Even the obelisk itself. One thing to try is being somewhat visible to the obelisk and making it fire (while you hide behind something quickly). It has a reload time that you can take advantage of. NEVER NEVER NEVER expect your chopper to survive when planting a beacon on top of a building. So many times I've blown up enemy choppers while they tried to do that. Don't expect people to "let" you plant it and fly away. Put some c4 on it, as much as you can, so if it does die, and you fall to your death..... Stay OUT OF SIGHT with a chopper when in an enemy base. Too many people are staying as high as they can when they attack, in full view of the entire enemy team. A machine gun (free one) can take you out quickly, it isn't a good idea. Stay low and watch for advancing units. Your machine gun is mounted BELOW the chopper. So realize that you NEED to be above another enemy chopper (above, as in height) to shoot him with it. If they also climb to shoot you back, then use the semi-dumb missiles to finish them off. When fighting in choppers, the element of surprise is ALWAYS best. If you're just scouting or waiting to jump assault on someone, stay close to something, up VERY high, and out of sight. I've killed more choppers just by flying DIRECTLY over their head while they can't even figure out where I am. Same goes for tanks. They just never look "straight up". If you're not a good machine gunner, then use your rockets on infantry too. I don't know exactly how good they are, but they seem to be close to the caliber of the mammoth tank missiles. Their explosion radius hurts infantry easily, and it's easier to hit them with that than the machine guns. Though, the machine guns in the right hands can skin infantry faster than any other m-gun I've seen in the game. They're REALLY good cannons. When fighting other aircraft, infantry and units, MOVE! Don't stand still mid-air and open fire. You're a sitting duck. It's like a flying humvee, only you die if you blow up too high . Strafe left/right, go up/down, move forward and back. Make use of your maneuverability rather than being a floating fortress which you're surely not . Numbers mean a lot with choppers. Anything with a low armor/health setup requires numbers (infantry, humvee/buggies, light armor, yada). Find another chopper to fly around with and double up on the fury. KNOW YOUR ROLE! Albeit people will play with the choppers for the first week, and do nothing useful. It's a great distraction from the game. Once people get the choppers down, business will commence as usual. Once it does, it's good to set a task BEFORE you buy the choppers. Too many people just hover above the base, taking in the view. You're taking up a valuable vehicle for the team, so do something with it. It seems that too many people are afraid to lose their precious chopper, and refuse to get a dent put in it. There's no difference between a tank, or a chopper! Use them both, expect them to die, and buy another. Move on. Has anyone found out if you can plant a beacon ON an aircraft? That would be nuts . Though it'll probably do the same as a land vehicle and just slide off. As with any vehicle you guy (I'm not kidding, nor was anyone else), remote C4 the vehicle up. Put 2 to 4 remote c4 on the vehicle (unless it's a limited use vehicle like a buggy or APC). If you get out to repair it, and an enemy steals it, then you can blow it up cheerfully. Your team DOES have a c4 limit, so use this sparingly

on only the vehicles that matter. Mammoth tanks, choppers, med tanks, artys, yada. Anything that would be devastating in the wrong hands. I just TOTALLY don't agree with the whole "stay in your vehicle until dead" notion WW and fanboys try to enforce. I think it's a really STUPID idea not to repair your own vehicle when no engies are present or avail to hop in. Stupid stupid stupid. I'll go against any person that doesn't repair their vehicle on the fly, and let's see who wins smartasses. Just remember. The biggest obstacle you get over with a chopper is terrain. There's really NO other reason a chopper is better than any other unit. So make use of your one huge advantage. SPEED. Always, constantly, and forever. Plenty more tips but y'all are gettin the point

---