
Subject: Re: orca and apache tactics

Posted by [Nukelt15](#) on Thu, 04 Oct 2007 04:49:53 GMT

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Addendum to previous

The biggest problem with aircraft on defense is that nobody is ever satisfied with letting one person have the only aircraft on the team, and more than two of the things seriously screws over any offensive efforts that the team could mount. What happens most of the time (in pubs) on flying maps is this:

One relatively good or awesome pilot grabs an Orca/Apache, with the intent of filling the role of harasser and close air support for offense and defense (or, alternately, as fast-response defense to counter rushes and locate beacons). Immediately, the three n00bs behind said player take one look at that aircraft, think "I want one too!" and promptly fly off into the midfield. Some of them go straight across the map and get blown away by the enemy's tower. Most of them buzz around in the middle of the map popping harvesters and running back to base every time a bullet hits them, because they can't bear to risk their precious aircraft. Until these fools get killed, the team can't buy any tanks, art/MRLS, or APCs- the vehicles which carry the real weight of offensive ability- and the enemy team ends up consisting mostly of 'snipers' who take potshots at the n00b pilots. If those 'snipers' are in any way smart, they just let them escape so they can lather, rinse, repeat, and reap a tidy harvest of points.

Meanwhile, the enemy team's vehicles take the middle, wax the harvester every time it appears, and pointwhore off the air-heavy team's base while said n00b pilots try in vain to do something about it. The skilled pilot has long since abandoned his/her aircraft for an APC, tank, or antivehicle trooper, since any enemy attacks at this point will consist of only the odd engi or beacon rush while the rest of the enemy team camps and laughs. When and if the enemy team actually decides to move up, they typically eat the aircraft alive in seconds thanks to 'snipers,' blow up something vital, and either move in for the kill or killwhore off the basic infantry running around. Thus, the team with the most aircraft usually loses, while the team with one or two usually wins.

That's what makes it damned hard to be successful as a pilot. It isn't necessarily what the enemy will do, because a single pilot can always stay and defend- and do well at it. It's just utterly impossible to work around a team full of morons unless by pure, dumb luck they all decide to do something other than fly. And all that because one flaw in game balance allows *supposedly* anti-infantry snipers to utterly own the one type of vehicle which most appeals to the n00b's desire to drive the coolest shit on the block while at the same time delivering gobs of points to whoever sees fit to pop them one.

In conclusion: people are stupid. Therefore, the best use of Orcas and Apaches is either for defense and light harassment (i.e. pop the harvy, shoot the back of the Airstrip or Barracks if you can get to it, etc), or if your team already owns the field as CAS for the line. Otherwise, not at all unless you're god on wings (and maybe you are) and can singlehandedly demolish all opposition.
