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Subject: The real Nod artillery  
Posted by [DutchNeon](#) on Wed, 23 May 2007 16:54:07 GMT  
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I was searching threw some pics on internet, and guess what i found

SAFD G-6

Srry if some1 alrdy posted this once

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Subject: Re: The real Nod artillery  
Posted by [Spoony](#) on Wed, 23 May 2007 17:16:40 GMT  
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obviously driven by newbies, a pro reverses in an artillery.

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Subject: Re: The real Nod artillery  
Posted by [Sn1per74\\*](#) on Wed, 23 May 2007 17:19:40 GMT  
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MaidenTy1 wrote on Wed, 23 May 2007 12:16obviously driven by newbies, a pro reverses in an artillery.  
AHAHAHAH

---

---

Subject: Re: The real Nod artillery  
Posted by [Viking](#) on Wed, 23 May 2007 17:29:01 GMT  
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---

MaidenTy1 wrote on Wed, 23 May 2007 12:16obviously driven by newbies, a pro reverses in an artillery.

ROFL So true those n00bs!

---

---

Subject: Re: The real Nod artillery  
Posted by [luv2pb](#) on Wed, 23 May 2007 17:29:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Sn1per74(2) wrote on Wed, 23 May 2007 13:19MaidenTy1 wrote on Wed, 23 May 2007

12:16obviously driven by newbies, a pro reverses in an artillery.  
AHAHAHAH  
!rg that fucker -- I smell h4x

---

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Subject: Re: The real Nod artillery  
Posted by [JPNOD](#) on Wed, 23 May 2007 17:43:42 GMT  
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So which artillery does the dutchies have? Or do we not have any artillery at all?

---

---

Subject: Re: The real Nod artillery  
Posted by [Creed3020](#) on Wed, 23 May 2007 17:53:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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MaidenTy1 wrote on Wed, 23 May 2007 13:16obviously driven by newbies, a pro reverses in an artillery.

Excellent point and really funny....

Their training must have been incomplete.

---

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Subject: Re: The real Nod artillery  
Posted by [Dave Anderson](#) on Wed, 23 May 2007 18:49:56 GMT  
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I think that model of artillery has a fixed turret.

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Subject: Re: The real Nod artillery  
Posted by [icedog90](#) on Wed, 23 May 2007 19:04:24 GMT  
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---

Looks like it rotates, but it also looks like it's being secured by this:

#### File Attachments

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1) [Clipboard01.jpg](#), downloaded 1191 times



Subject: Re: The real Nod artillery  
Posted by [PlastoJoe](#) on Wed, 23 May 2007 19:08:29 GMT  
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All the vehicles in Renegade are based off real life military vehicles. Renegade's Wikipedia page lists most of them.

---

Subject: Re: The real Nod artillery  
Posted by [Spoony](#) on Wed, 23 May 2007 19:20:10 GMT  
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---

SpyGuy246 wrote on Wed, 23 May 2007 14:08All the vehicles in Renegade are based off real life military vehicles. Renegade's Wikipedia page lists most of them.  
the real life military vehicle upon which the stealth tank and flame tank are based are, shall we say, based somewhat loosely?

---

Subject: Re: The real Nod artillery  
Posted by [sadukar09](#) on Wed, 23 May 2007 19:31:01 GMT  
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id like 2 see the rea life stank

---

Subject: Re: The real Nod artillery  
Posted by [Canadacdn](#) on Wed, 23 May 2007 19:43:33 GMT  
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---

Fuck that, real life Orcas would be way cooler.

---

Subject: Re: The real Nod artillery  
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 23 May 2007 19:59:53 GMT  
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---

It's not just the Arty that's real, I've seen real life versions of the Buggy, APC, Light tank (and obviously the Med)

---

Subject: Re: The real Nod artillery  
Posted by [sharra](#) on Wed, 23 May 2007 20:23:39 GMT  
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---

nice but if it would be nice if the gave the real firepower of the arthey in game talk about base to basing those can send a payload 25 miels while moving

---

Subject: Re: The real Nod artillery  
Posted by [Ryu](#) on Wed, 23 May 2007 20:28:48 GMT  
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---

Canadacd wrote on Wed, 23 May 2007 14:43 Fuck that, real life Orcas would be way cooler.

pfft, Apatchie is way cooler.

---

Subject: Re: The real Nod artillery  
Posted by [BlueThen](#) on Wed, 23 May 2007 20:52:15 GMT  
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---

I'd like to see what the characters are based off of... \*thinks of Mr. Tickle\*

---

Subject: Re: The real Nod artillery  
Posted by [icedog90](#) on Wed, 23 May 2007 21:01:10 GMT  
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apache.

---

Subject: Re: The real Nod artillery  
Posted by [Ryu](#) on Wed, 23 May 2007 21:43:22 GMT  
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---

icedog90 wrote on Wed, 23 May 2007 16:01 apache.

Sounds right.

---

Subject: Re: The real Nod artillery  
Posted by [Viking](#) on Wed, 23 May 2007 21:48:19 GMT  
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---

Commanche... Too bad the project got canceled...

---

Subject: Re: The real Nod artillery  
Posted by [MexPirate](#) on Wed, 23 May 2007 21:57:34 GMT  
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My friend is working with these right now in Afgahnistan

---

Definitely prefer the real life version, it can do some incredible things

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Subject: Re: The real Nod artillery

Posted by [MexPirate](#) on Wed, 23 May 2007 22:18:04 GMT

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Quote:The cannon is supplied with 1,200 rounds of ammunition and has a maximum rate of fire of 650 rounds per minute. Its 30 millimeter ammunition is compatible with the British Aden and French DEFA 30 millimeter cannon. The usual ammunition is the "M789 High-Explosive Dual Purpose (HEDP)" round, which features an armor-piercing hollow charge with a fragmenting case. The HEDP round can penetrate 5 centimeters (2 inches) of rolled steel armor.

The Apache's primary external armament is the laser-guided AGM-114 Hellfire antitank missile, with a stated range of 8 kilometers (5 miles). The initial Army variant of the missile, the AGM-114A, soon gave way to the improved AGM-114C model. The Apache can carry a rack for four Hellfires on each stores pylon, giving a maximum warload of 16 Hellfires.

Another common load are 19-round 70 millimeter (2.75 inch) "Hydra 70" unguided rocket pods. The rockets can be fitted with armor-piercing, general-purpose blast-fragmentation, flechette anti-personnel, smoke, illumination, or training warheads. Although unguided, the gunner can set fuzing options for the rocket warheads to provide a range of options for attacking different classes of targets -- contact detonation for targets in the open, delayed detonation for targets under cover, and timed detonation for "enfilade" attacks on targets hidden by terrain or other obstacles.

The crew's primary interface to these sensor and targeting systems is the "Integrated Helmet And Display Sight System (IHADSS)", an early and somewhat bulky "smart helmet" with radio, laser-protective visor, and a "Helmet Display Unit (HDU)" known informally as the "hoodoo". TADS and PNVS can be "slaved" to the helmets, meaning the sensor (and, for TADS the laser target designator) follows the movement of the helmets. The Chain Gun can track TADS as well, which is logical since TADS is a sighting system.

The key improvement over the A-variant is the AN/APG-78 Longbow dome installed over the main rotor which houses a millimeter-wave Fire Control Radar (FCR) target acquisition system. The elevated position of the radome allows detection and (arcing) missile engagement of targets even when the helicopter itself is concealed by an obstacle (e.g. terrain, trees or buildings). Further, a radio modem integrated with the sensor suite allows a D-variant Apache to share targeting data with other AH-64Ds that do not have a line-of-sight to the target. In this manner a group of Apaches can engage multiple targets but only reveal the radome of one D-variant Apache.

It automatically detects and prioritises targets in range, you look and it aims for you and you can blow someone up from 5 miles away over obstacles whilst letting your mates know where the bad guys are from concealed locations.

That's pretty sweet imo.

---

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Subject: Re: The real Nod artillery  
Posted by [JeepRubi](#) on Wed, 23 May 2007 22:32:13 GMT  
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---

Real A10's are WAY cooler, lower tech, but still cool.

I remember seeing a show on it, the main gattling gun is 1/3 of the aircraft and runs along most of its length (internally) it can carry 18,000 30mm armour peircing rounds, and can burn through it in 20 seconds.

I think It was on weaponology or something.

---

Subject: Re: The real Nod artillery  
Posted by [Renegade](#) on Wed, 23 May 2007 22:39:46 GMT  
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---

Jeep Rubi wrote on Wed, 23 May 2007 18:32Real A10's are WAY cooler, lower tech, but still cool.

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I think It was on weaponology or something.

There are jets like Orca's, the moveable thrust i mean.  
The Harrier, from RA2, Is a real jet if im not mistaken.  
Coulda sworn i seen it on Discovery.

---

Subject: Re: The real Nod artillery  
Posted by [Zion](#) on Wed, 23 May 2007 23:04:22 GMT  
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---

The Harrier Jump Jet is real. It's about 10 years old and was designed and first created in britan.

Look up the name.

---

Subject: Re: The real Nod artillery  
Posted by [OWA](#) on Wed, 23 May 2007 23:53:37 GMT  
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---

Ospreys (seen in RA2) are also real.

---

Subject: Re: The real Nod artillery

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Posted by [Memphis](#) on Wed, 23 May 2007 23:59:09 GMT

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---

Merovingian wrote on Wed, 23 May 2007 19:04The Harrier Jump Jet is real. It's about 10 years old and was designed and first created in britan.

Look up the name.

Try 38 .

[http://en.wikipedia.org/wiki/Harrier\\_Jump\\_Jet](http://en.wikipedia.org/wiki/Harrier_Jump_Jet)

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Subject: Re: The real Nod artillery

Posted by [Viking](#) on Thu, 24 May 2007 00:14:05 GMT

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---

Osprays are in Half Life also! They are my favroit!

---

---

Subject: Re: The real Nod artillery

Posted by [jamiejrg](#) on Thu, 24 May 2007 00:32:14 GMT

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---

Actualy, WW pretty much took the flame tank straight from history as well.

This picture was taking in Iwo Jima during WWII.

---

---

Subject: Re: The real Nod artillery

Posted by [KIRBY-098](#) on Thu, 24 May 2007 00:53:08 GMT

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MaidenTy1 wrote on Wed, 23 May 2007 12:16obviously driven by newbies, a pro reverses in an artillery.

Why is that?

I have driven them both ways and find no appreciable difference in owning the opposition. I prefer driving them as they are set up in default.

---

---

Subject: Re: The real Nod artillery  
Posted by [jnz](#) on Thu, 24 May 2007 01:05:45 GMT  
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---

There is less of the vehicle in front of you, so you can peak around corners with less of the arty sticking out i believe.

---

Subject: Re: The real Nod artillery  
Posted by [Viking](#) on Thu, 24 May 2007 02:57:44 GMT  
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---

gamemodding wrote on Wed, 23 May 2007 20:05There is less of the vehicle in front of you, so you can peak around corners with less of the arty sticking out i believe.

QFT

---

Subject: Re: The real Nod artillery  
Posted by [jamiejrg](#) on Thu, 24 May 2007 03:18:17 GMT  
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---

gamemodding wrote on Wed, 23 May 2007 20:05There is less of the vehicle in front of you, so you can peak around corners with less of the arty sticking out i believe.

You are correct sir.

---

Subject: Re: The real Nod artillery  
Posted by [Sn1per74\\*](#) on Thu, 24 May 2007 03:27:05 GMT  
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---

A-10s are really cool. From what I've heard they were made almost 30 years ago and still are one of the most reliable aircrafts we have. The comanches were really awesome too. They are super maneuverable.

---

Subject: Re: The real Nod artillery  
Posted by [Canadacdn](#) on Thu, 24 May 2007 03:38:15 GMT  
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---

If their enemies have real life Ramjets, they're in trouble!

---

Subject: Re: The real Nod artillery  
Posted by [Viking](#) on Thu, 24 May 2007 07:32:52 GMT  
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---

ROFL!! In real life the armor stops the bullet!

Also it dose not do 60 damage in 1 hit would need to hit something important? A tire?

---

---

Subject: Re: The real Nod artillery  
Posted by [EvilWhiteDragon](#) on Thu, 24 May 2007 08:00:10 GMT  
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---

Viking wrote on Thu, 24 May 2007 09:32ROFL!! In real life the armor stops the bullet!

Also it dose not do 60 damage in 1 hit would need to hit something important? A tire?  
Well, a real life ramjet (some sort of .50 cal sniper rifle) could surely create some problems for an apache I think. Since the armor will not be that thick, chances are that a bullet would penetrate it. The biggest problem wit hthe sniper rifle is that the bullets are (of course) unguided, thus you would need to take the travel time into ammount, and since the apache is also moving, you need to be an excelent sniper to hit one of those things at a relatively weak spot, like the cabin glass.

---

---

Subject: Re: The real Nod artillery  
Posted by [GoArmy44](#) on Thu, 24 May 2007 09:23:19 GMT  
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Here is the flying coffin(CH-47 Chinook). I took that myself after coming off a ride. They are actually quite fast for such a large helicopter with a top speed of just under 200 mph.

### File Attachments

1) [P4060063.JPG](#), downloaded 879 times

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Subject: Re: The real Nod artillery  
Posted by [m1a1\\_abrams](#) on Thu, 24 May 2007 11:29:32 GMT  
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---

The Renegade Transport Helicopter is shaped quite different to a Chinook. It looks a little closer to a CH-46 Sea Knight, but it's still shaped all wrong. It seems heavily based on the US Army type of transport helicopters, don't think it has a real life counterpart.

---

Subject: Re: The real Nod artillery  
Posted by [sadukar09](#) on Thu, 24 May 2007 15:56:07 GMT  
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---

ramjet in real life probably cant even shoot those arty tires i think all the military vehs which have tires have full rubber fillings

---

Subject: Re: The real Nod artillery  
Posted by [GoArmy44](#) on Fri, 25 May 2007 09:41:45 GMT  
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---

m1a1\_abrams wrote on Thu, 24 May 2007 06:29The Renegade Transport Helicopter is shaped quite different to a Chinook. It looks a little closer to a CH-46 Sea Knight, but it's still shaped all wrong. It seems heavily based on the US Army type of transport helicopters, don't think it has a real life counterpart.

Yeah you're right, it does look more like the flying banana of which the Chinook was a further development of. For some reason I have always thought of it as a Chinook. Probably because in red alert they make it clear its a Chinook by simply calling it that.

---

Subject: Re: The real Nod artillery  
Posted by [Viking](#) on Fri, 25 May 2007 10:46:20 GMT  
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---

Whats the Red Alert transport (carry your units across the H<sup>2</sup>O) based off of lol?

---

Subject: Re: The real Nod artillery  
Posted by [AoBfrost](#) on Fri, 25 May 2007 14:49:50 GMT  
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Did you know 80% of the vehicles on renegade are actually accuretly modeled off real vehicles people use in the military? If you look at renegade on wikipedia then look at vehicles, it will guive detailed names, then click on them and you will see the real vehicle, theres the real med, the real mrls the real stealth tank....lol kidding about the stealth tank

---

Subject: Re: The real Nod artillery

---

Posted by [Viking](#) on Fri, 25 May 2007 14:52:38 GMT

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---

8wants a real repair gun cus he could get so fu\*kin' rich\*

---

Subject: Re: The real Nod artillery

Posted by [sadukar09](#) on Fri, 25 May 2007 15:52:32 GMT

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only mammoth tank, stank, and light tanks are fictional (light tank only in renegade as in CNC95 its a B2 bradley with a 75 mm APDS)

---

Subject: Re: The real Nod artillery

Posted by [jnz](#) on Fri, 25 May 2007 16:20:10 GMT

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---

I guess the Orca is too. Although, i have seen a plane thing that looked kind of like an Orca.

---

Subject: Re: The real Nod artillery

Posted by [sadukar09](#) on Fri, 25 May 2007 19:32:55 GMT

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with a propeller?

---

Subject: Re: The real Nod artillery

Posted by [jnz](#) on Fri, 25 May 2007 19:48:11 GMT

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turbines

---

Subject: Re: The real Nod artillery

Posted by [sadukar09](#) on Fri, 25 May 2007 22:26:36 GMT

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---

sexy!

---

Subject: Re: The real Nod artillery

Posted by [m1a1\\_abrams](#) on Sat, 26 May 2007 00:20:46 GMT

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---

GoArmy44 wrote on Fri, 25 May 2007 05:41 For some reason I have always thought of it as a Chinook. Probably because in red alert they make it clear its a Chinook by simply calling it that.

And in Red Alert it's a Russian Chinook! LOL Either they stole it from the Allies, or they designed exactly the same vehicle in the alternate timeline and were nice enough to name it after Native Americans? That is such a weird thing for Westwood to do. Wanting to re-use as many C&C 1 sprites as possible is one thing, but why didn't they just keep the name "Transport Helicopter", if they were giving it to the Soviets.

Viking wrote on Fri, 25 May 2007 06:46 Whats the Red Alert transport (carry your units across the H<sup>2</sup>O) based off of lol?

No idea about that great big thing from Red Alert, but the transport hovercraft from Tiberian Dawn is based off the LCAC

[http://en.wikipedia.org/wiki/LCAC#Landing\\_Craft\\_Air\\_Cushioned\\_.28LCAC.29](http://en.wikipedia.org/wiki/LCAC#Landing_Craft_Air_Cushioned_.28LCAC.29)

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Subject: Re: The real Nod artillery  
Posted by [sterps](#) on Sat, 26 May 2007 04:09:45 GMT  
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The mammoth tank is not entirely fictional.  
In WW2, hitler ordered the production of a super tank. It had a fair bit of weaponry, including 2 barrells.  
I believe it was called the Mammut.

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Subject: Re: The real Nod artillery  
Posted by [sadukar09](#) on Sat, 26 May 2007 10:54:36 GMT  
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nope still single barrel

[http://en.wikipedia.org/wiki/Panzer\\_VIII\\_Maus](http://en.wikipedia.org/wiki/Panzer_VIII_Maus)

---

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Subject: Re: The real Nod artillery  
Posted by [EvilWhiteDragon](#) on Sat, 26 May 2007 11:58:59 GMT  
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Well the P1000 german tank looks quite different, but is the closest resemblance to the Mammoth Tank.

[http://www.panzerbaer.de/workshop/wdieb\\_mod\\_87-a.htm](http://www.panzerbaer.de/workshop/wdieb_mod_87-a.htm)  
<http://www.panzerschreck.de/panzer/pzkpfpw/p1000.html>

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Subject: Re: The real Nod artillery  
Posted by [sadukar09](#) on Sat, 26 May 2007 12:27:39 GMT  
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it had little turrets at the back!

---

Subject: Re: The real Nod artillery  
Posted by [Starbuzz](#) on Sat, 26 May 2007 14:09:49 GMT  
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EvilWhiteDragon wrote on Thu, 24 May 2007 03:00: Viking wrote on Thu, 24 May 2007 09:32: ROFL!! In real life the armor stops the bullet!

Also it dose not do 60 damage in 1 hit would need to hit something important? A tire? Well, a real life ramjet (some sort of .50 cal sniper rifle) could surely create some problems for an apache I think. Since the armor will not be that thick, chances are that a bullet would penetrate it. The biggest problem with the sniper rifle is that the bullets are (of course) unguided, thus you would need to take the travel time into account, and since the apache is also moving, you need to be an excellent sniper to hit one of those things at a relatively weak spot, like the cabin glass.

Cabin glass is not a weak spot. While cabin glass is armored...they are designed so the incoming slugs just deflect. Penetration is possible under certain conditions but the chances of disabling the crew are very slim. Plus, if you miss, then they will be alerted to your presence.

If I were a sniper with a respectable anti-material rifle (I prefer the M82A1), the place to hit in a helicopter would be the rotorhead and/or the rear rotor blades. These would be armored of course but not by that much.

You get the rotorhead and you have a good chance of just killing the chopper...if you hit the rear rotors and damage it, then the chopper will spin out of control and crash.

But as you said, skill is needed but it can be done and has been done. Helicopters are very fragile machines (even the military ones).

\*\*\*

This is the rifle I was talking about. It is made specifically for anti-material applications:  
<http://www.fas.org/man/dod-101/sys/land/m82.htm>

---

Subject: Re: The real Nod artillery  
Posted by [sadukar09](#) on Sat, 26 May 2007 14:29:00 GMT  
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---

I saw that rifle on America's Army Its pretty awesome for the sniper training u had 2 detonate a mortar

---

Subject: Re: The real Nod artillery

Posted by [EvilWhiteDragon](#) on Sat, 26 May 2007 23:01:44 GMT

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---

BuzzOfTheStar wrote on Sat, 26 May 2007 16:09 EvilWhiteDragon wrote on Thu, 24 May 2007 03:00 Viking wrote on Thu, 24 May 2007 09:32 ROFL!! In real life the armor stops the bullet!

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\*\*\*

This is the rifle I was talking about. It is made specifically for anti-material applications:  
<http://www.fas.org/man/dod-101/sys/land/m82.htm>

well, it still is problematic to hit any of those things actually. I wonder how thick the apaches armor is and if that weapon could penetrate it. It can't have too much armour, because then it wouldn't even come off the ground.

Also, I think the cabins armoured glass would still be weaker than the rotorhead and sizzle. Easiest thing would be to get a fast and powerful machine gun and hit it with that as much as possible

---

Subject: Re: The real Nod artillery

Posted by [GoArmy44](#) on Sun, 27 May 2007 04:24:09 GMT

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---

EKT-Sadukar wrote on Sat, 26 May 2007 05:54 nope still single barrel

[http://en.wikipedia.org/wiki/Panzer\\_VIII\\_Maus](http://en.wikipedia.org/wiki/Panzer_VIII_Maus)

Primary  
armament 128 mm KwK44 L/5  
Secondary  
armament co-axial 75 mm KwK 44 L/36.5  
7.92 mm MG34

Thats a secondary 75mm gun. In the picture you can see it right below the primary gun.

---

Subject: Re: The real Nod artillery  
Posted by [sadukar09](#) on Sun, 27 May 2007 10:46:12 GMT  
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yeah but the mammoth tank have

2x120mm APDS  
2xRocket Pods

---

Subject: Re: The real Nod artillery  
Posted by [thrash300](#) on Thu, 31 May 2007 02:44:18 GMT  
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MexPirate wrote on Wed, 23 May 2007 17:18Quote:The cannon is supplied with 1,200 rounds of ammunition and has a maximum rate of fire of 650 rounds per minute. Its 30 millimeter ammunition is compatible with the British Aden and French DEFA 30 millimeter cannon. The usual ammunition is the "M789 High-Explosive Dual Purpose (HEDP)" round, which features an armor-piercing hollow charge with a fragmenting case. The HEDP round can penetrate 5 centimeters (2 inches) of rolled steel armor.

The Apache's primary external armament is the laser-guided AGM-114 Hellfire antitank missile, with a stated range of 8 kilometers (5 miles). The initial Army variant of the missile, the AGM-114A, soon gave way to the improved AGM-114C model. The Apache can carry a rack for four Hellfires on each stores pylon, giving a maximum warload of 16 Hellfires.

Another common load are 19-round 70 millimeter (2.75 inch) "Hydra 70" unguided rocket pods. The rockets can be fitted with armor-piercing, general-purpose blast-fragmentation, flechette anti-personnel, smoke, illumination, or training warheads. Although unguided, the gunner can set fuzing options for the rocket warheads to provide a range of options for attacking different classes of targets -- contact detonation for targets in the open, delayed detonation for targets under cover, and timed detonation for "enfilade" attacks on targets hidden by terrain or other obstacles.

The crew's primary interface to these sensor and targeting systems is the "Integrated Helmet And

Display Sight System (IHADSS)", an early and somewhat bulky "smart helmet" with radio, laser-protective visor, and a "Helmet Display Unit (HDU)" known informally as the "hoodoo". TADS and PNVIS can be "slaved" to the helmets, meaning the sensor (and, for TADS the laser target designator) follows the movement of the helmets. The Chain Gun can track TADS as well, which is logical since TADS is a sighting system.

The key improvement over the A-variant is the AN/APG-78 Longbow dome installed over the main rotor which houses a millimeter-wave Fire Control Radar (FCR) target acquisition system. The elevated position of the radome allows detection and (arcing) missile engagement of targets even when the helicopter itself is concealed by an obstacle (e.g. terrain, trees or buildings). Further, a radio modem integrated with the sensor suite allows a D-variant Apache to share targeting data with other AH-64Ds that do not have a line-of-sight to the target. In this manner a group of Apaches can engage multiple targets but only reveal the radome of one D-variant Apache.

It automatically detects and prioritises targets in range, you look and it aims for you and you can blow someone up from 5 miles away over obstacles whilst letting your mates know where the bad guys are from concealed locations.

That's pretty sweet imo.

I think that some Afgan with an AK-47 or and Ak-74 can hit one of those bombs on the Apache.

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Subject: Re: The real Nod artillery  
Posted by [Crusader](#) on Thu, 31 May 2007 05:10:37 GMT  
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Well said, trash300!

All this technology for what? That's what the Afgans and the Iraqi insurgents are doing.

This week they shot down 2 helicopters already...a Kiowa and a Chinook all with AK-47's and other assault rifles.

Long gone are the days of symmetrical warfare. Now a thousand dollar rocket can destroy a 4 million dollar tank in one shot.

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Subject: Re: The real Nod artillery  
Posted by [EvilWhiteDragon](#) on Thu, 31 May 2007 08:30:22 GMT  
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don't forget that the americans first delivered the stingers to the taliban / al quaida...

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Subject: Re: The real Nod artillery  
Posted by [Crusader](#) on Thu, 31 May 2007 13:01:01 GMT  
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EvilWhiteDragon wrote on Thu, 31 May 2007 03:30don't forget that the americans first delivered the stingers to the taliban / al quaida...

Yes, but it was the stupid Soviets who had to invade Afganistan in 1979 and made those ordinary Afghan farmers and shepherds into bloodthirsty fighters.

The Afghans were already engaged in a gruesome insurgency against the Soviets...America only gave the Stingers in 1986 to shoot down the Soviet Hind gunships (the mujadhedeen called it "Satan's Chariot" because they were helpless against it).

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Subject: Re: The real Nod artillery  
Posted by [sadukar09](#) on Thu, 31 May 2007 20:38:24 GMT  
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heem offtopic

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