
Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 08:57:00 GMT

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will you be able to shoot out of the side of the chinook like they do in SP?

Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 09:52:00 GMT

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No.- Earls

Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 14:30:00 GMT

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I have recently been playing Renegade and have seen many people strafing. I asked a lot of people and they say to strafe to stay alive, but i find this method hard to keep the cursor on the enemies head. So i ask my self, strafe or crouch? Also I have seen Gunner's devastating power against infantry and tanks alike, but if I'm haveing a good day and i hit everyone on the head with the officer, I do very well also. So once again gunner or officer.

Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 14:36:00 GMT

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strafe for fast weaps, crouch/jump for slow weaps if you aren't comfortable yet... eventually you will beable to aim and strafe and jump and keep your targets head in your sights.. takes practice and timingtry looking at the change in position when you take on extra actions like jumping or strafing.. then slowly over-lead your aim BEFORE you make your move.. this way your aim will cross your target at least twice and then you can lead back and keep laying down fire... eventually you will get fluid... and the Ownage will be complete

Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 14:39:00 GMT

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oh yeah and move erratically... move back and left then strafe right etc.... think of like a 5 step dance your going to do.. practice it keeping a light post or something in your sights.... then move to the battle field and try it out there.. you will be suprised how effective it is to move like a drunken maniac

Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 14:41:00 GMT

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Thanx but Gunner or officer?

Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 14:45:00 GMT

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it's not that generic, you need to use whatever class is tuned to the task at hand... this means you should change depending on what you want to or are asked to do for your team...Gunner is good against tanks and against infantry in tunnels, officer is good against light vehicles and infantry. However, some people own with the rocket launcher and some own with the Officer, personally I opt for the rocket launcher because if I do get to the base I can do more damage.. or make a great distraction going for 1 building when a buddy c4s the real target.... again... different situations call for different things... be aware of the battle field and choose your unit accordingly.. not only will you be more successful.. but your team will last longer 2

Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 14:47:00 GMT

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the gunner is very nice against tanks but useless against a good infantry player ... some ppl say "gunner is extremely good vs infantry you can kill everyone with 1 rocket". Well they have never played against a skillfull player ... if u you are in medium range u can dodge any rocket.chaingun is nice but not great its good against the free troopers but almost useless against armor

Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 14:59:00 GMT

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and do what killjoy said just look at what u are fighting at ... dont buy a gunner becoz u think its nice ... buy it then u see incoming tanks ... and if u got like 500 cash ... it may not be smart to buy a gunner, just buy a rocket trooper for 225 ... some times u run in the battle field and u are sniped down the moment u show up. then u are all out of money ... so buy only what u need ... and dont throw your money away

Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 15:36:00 GMT

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I prefer Gunner mainly because I played the rocket soldier alot in TFC.Same close quarter combat rule will apply: jump before you shoot. This way the rockets are angled down and if they miss they will still hit the ground near the target and do splash damage. Otherwise the rockets fly past the target and do nothing.Though splash damage in renegade is pretty much nil.

Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 15:53:00 GMT

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well some of us aren't very good at video game moves like jumping, strafing and such. i do it, but usually lose one on one with a decent player up close. i prefer gunner's long rang and the ability to go after vehicles. in tunnels i'll buy a tech/hotwire and follow a group of friendlies and heal them up plus drop proxies as close as possible to the enemy entrance. in this way i feel i contribute more to the team than dying against good enemy infantry players(believe me, you guys are remorceless!)

Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 17:48:00 GMT

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quote:Originally posted by Earls:No.- Earlslol nice answer! BTW will someone be able to use the mounted machine gun on the chinook? Much like the way a passenger can use the vehicles guns.

Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 18:09:00 GMT

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all I have to say is that if you will be able to place a mid air nuke on the chinok it will be bad ass!! There will be no way to defuse it!

Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 19:05:00 GMT

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Would be cool If we could rocket jump like in TFC.LOL. Really though I agree with most peeps gunner for vehicles and officer for infantry lot easier to strafe against infantry for me with the officer.

Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 20:31:00 GMT

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im still tryin to figure out how to deploy my con yard so i can just build my own buildings.....oh well, ill figure it out sometime.....

Subject: Chinook
Posted by [Anonymous](#) on Tue, 12 Mar 2002 20:56:00 GMT
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Subject: Chinook
Posted by [Anonymous](#) on Wed, 13 Mar 2002 16:08:00 GMT
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quote:Originally posted by Violator-(X)-:lol nice answer! BTW will someone be able to use the mounted machine gun on the chinook? Much like the way a passenger can use the vehicles guns.Duh! he said no and its NO!

Subject: Chinook
Posted by [Anonymous](#) on Wed, 13 Mar 2002 18:00:00 GMT
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when using either rocket solger.. aim in front of the incoming tank/infantry... at any givin point.. you can have a whole clip of rockets on tehre way to a target... and still hit before the target know what hits them... this is effective on City... you can hit either harvy fom the cover of teh tunnels and empty your clips before it reaches teh tib feild....

Subject: Chinook
Posted by [Anonymous](#) on Thu, 14 Mar 2002 15:10:00 GMT
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Relax, man.Just like in the original C&C, the Chinook is an unarmed transport helicopter. It will work just like the other vehicles (when you're inside, you'll get that nifty "third person" view), but there are no guns inside, outside, or on the Chinook.And I'm willing to bet that you won't be able to "stand" on the aircraft at all, with those big rotors and all, so midair nuke attacks are probably not going to happen.

Subject: Chinook
Posted by [Anonymous](#) on Thu, 14 Mar 2002 15:41:00 GMT

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I am sure somebody will find a way to step onto the chinook. But it DOES have weapons, just not used. There are mounted guns on the sides but they are never used.

Subject: Chinook
Posted by [Anonymous](#) on Thu, 14 Mar 2002 16:04:00 GMT
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Is the Air Vehicle patch out yet and wher else can i get the gmax tool becuase i hate fileplanet and discrets site says THIS PAGE CANNOT BE DISPLAYED I hate that error.

Subject: Chinook
Posted by [Anonymous](#) on Thu, 14 Mar 2002 20:34:00 GMT
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What happens if you are aboard a Chinook while flying, and arm a beacon?Does the beacon remain in mid-air?

Subject: Chinook
Posted by [Anonymous](#) on Fri, 15 Mar 2002 07:53:00 GMT
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You can't arm a beacon in mid-air. If you board a chinook you go to 3rd person, just like when boarding any other vehicle. You can't arm a beacon inside an apc either.

Subject: Chinook
Posted by [Anonymous](#) on Fri, 15 Mar 2002 08:31:00 GMT
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hmm that sounds like a cool MOD a chinook...heres a link about them
<http://www.raf.mod.uk/airpower/chinook.html>

Subject: Chinook
Posted by [Anonymous](#) on Sat, 16 Mar 2002 13:40:00 GMT
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Hehe, bad news for the poor people who entertained thoughts of sniping from a Chinook.

Subject: Chinook

Posted by [Anonymous](#) on Sat, 16 Mar 2002 18:44:00 GMT

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you can jump out and set it.get really high up.jump offdeploy it in air.die from fall.get fast vehiclego by their basewatch fireworks thats how.

Subject: Chinook

Posted by [Anonymous](#) on Sat, 16 Mar 2002 19:13:00 GMT

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Why are you so despret (SP?) to set a nuke in mida air?

Subject: Chinook

Posted by [Anonymous](#) on Sat, 16 Mar 2002 22:00:00 GMT

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Maybe u guys havent realised this yet... *fly over to a building, float above it, jump out on top of building (eg hand of nod) arm beacon (laugh at engys running around looking for it) and fly off hehe

Subject: Chinook

Posted by [Anonymous](#) on Mon, 18 Mar 2002 11:28:00 GMT

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All buildings have roof access... No hiding beacons on a building for you.

Subject: Chinook

Posted by [Anonymous](#) on Mon, 18 Mar 2002 11:45:00 GMT

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dunno what the name of the map is, but i found easy access to the infantry barracks, and i placed so many nukes on it, and watch the stupid people run around and scream, WHERE IS THE BEACON ARGH!!! stupid n00bs

Subject: Chinook

Posted by [Anonymous](#) on Sat, 20 Apr 2002 18:21:00 GMT

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hehe newbs...nah im jsut joking(posted b4 airpatch came out)

Subject: Chinook

Posted by [Anonymous](#) on Sun, 16 Jun 2002 19:45:00 GMT

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ya crouching works 4 me like wen i c a sniper aiming at my head and i quite cant get his head i
alays 4get 2 crouch so he misses me and i kill him he always shoots b4 me

Subject: Chinook

Posted by [Anonymous](#) on Mon, 17 Jun 2002 08:23:00 GMT

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I've learned to get head shots very easilly while staffing. Crouching is just like saying "come get a
nice frag buddy" since it slows you down.Gunner is only good in close ranges to kill infantry and
tight spots. at far range the officer is far better.

Subject: Chinook

Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:33:00 GMT

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LOL@ rocket solger

Subject: Chinook

Posted by [Anonymous](#) on Mon, 17 Jun 2002 12:37:00 GMT

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quote:Originally posted by Killjoy:oh yeah and move erratically... move back and left then strafe
right etc.... think of like a 5 step dance your going to do.. practice it keeping a light post or
something in your sights.... then move to the battle field and try it out there.. you will be suprised
how effective it is to move like a drunken maniacbah i just go ballistic on my arrow pads, takes
practice but its effecent enuf

Subject: Chinook

Posted by [Anonymous](#) on Mon, 17 Jun 2002 12:42:00 GMT

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best use with most infantry is to sometimes strafe with your oponent you will have a 2 second
window to have a perfect head shot before they catch on to what your doing, i've gotten so many
rockets to the head this way, also you cant really compare gunner to officer becuase gunner is
400 while officer is a lower class 175, if it was basic rocket soldier to officer i would take the officer
due to the pure infantry killing power, like running into a crownd of ravesaws and mowing them
down with that powerful as hell gun. [June 17, 2002, 00:44: Message edited by:
kiwi98989]

Subject: Chinook

Posted by [Anonymous](#) on Mon, 17 Jun 2002 14:51:00 GMT

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One time, me and an enemy were strafing around each other for 3 minutes. I was a soldier out of ammo, and the other guy was a Sakura. He was so bad at aiming. I ended up killing him with my pistol.

Subject: Chinook

Posted by [Anonymous](#) on Mon, 17 Jun 2002 18:14:00 GMT

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"Hoping strafe" helps me a lot since Quake 2. If you begin to crouch, you become too slow and easy target. Also, gunner's splash damage sucks, and you have to hit the target in order to make some real damage. It's only possible in close range combat. That makes gunner almost useless against infantry.

Subject: Chinook

Posted by [Anonymous](#) on Mon, 17 Jun 2002 20:42:00 GMT

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Gunner: good against everything
Officer: good against light vehicles and infantry. There should be no choice. If you can't hit anything with gunner, get some skills. It's a fricking rocket launcher for god's sake, you only have to be close. One good head or chest shot ends most any standoff guaranteed. Gunner is definitely worth the extra 250 you have to spend on him.

Subject: Chinook

Posted by [Anonymous](#) on Tue, 18 Jun 2002 00:04:00 GMT

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please don't dig out long forgotten topics...(can you say 'dig out topics' in english?)

Subject: Chinook

Posted by [Anonymous](#) on Tue, 18 Jun 2002 12:22:00 GMT

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I love people who crouch, their heads are much easier to hit. And it appears you're talking about the rocket officer or gunner, gunner's rockets do more damage but cost more, so if you can keep infantry alive for a while, choose gunner, if you tend to lose your infantry quickly, choose the officer.
