
Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Wed, 17 Apr 2002 18:30:00 GMT

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I also posted this in the General Discussion Forum. Sorry for re-posting, but I believe it is of tactical importance. Read on: Aircraft aren't amazing. Other than flying, they can't do much damage on the battlefield. Now, I know everyone's so excited about the new patch, but so many people are overlooking the fact that aircraft aren't unstoppable killing machines. In fact, on Walls, team GDI was buying orcas like madmen. I wisely saved up and bought a Raveshaw, which takes down an orca in 3 (yes, 3) shots. I succeeded where 5 apaches couldn't. So that's point one: aircraft aren't that strong against even an infantry class. I also noticed no one is buying tanks anymore. Common people! They're the basic part of C&C! All I see is orcas, apaches, orcas, apaches, orcas, apaches, and yes, of course, orcas and apaches. Tanks happen to be great in assaulting the enemy base. So that's point two: Aircraft aren't the only things in your buy menu. Since this aircraft boom, I've never seen any good tactics that were in common use before. Everyone's just too happy with their flying coffins to even think that they could win any other way. So that's point three: The aircraft caused the death of tactics. Now, I could be wrong. Aircraft could just be a trend. And I'm not saying they aren't good. But just remember, there are tons of other things you can do in Renegade.

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Wed, 17 Apr 2002 18:39:00 GMT

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I totally agree. You might want to see some of the other posts to see what others have to say about this situation.

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Wed, 17 Apr 2002 18:41:00 GMT

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remember you guys, the a/c are new and everyone is trying them out to see what they're capable of. give it some time. things will return to normal...

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Wed, 17 Apr 2002 18:43:00 GMT

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quote:Originally posted by zukkov: remember you guys, the a/c are new and everyone is trying them out to see what they're capable of. give it some time. things will return to normal...Hmmm..... I guess you have a point. It is just that we (I) have been waiting a long time with high hopes for this and it turns out to be a small disappointment. Nonetheless, I will take your advice and wait.

Subject: Contrary to Popular Belief...
Posted by [Anonymous](#) on Wed, 17 Apr 2002 23:21:00 GMT
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quote:Originally posted by zukkov:remember you guys, the a/c are new and everyone is trying them out to see what they're capable of. give it some time. things will return to normal...and before they do lets take advantage and rank up ladder pts while the idiots fly around trying to shoot each other. I wonder if anyone in an apache/orca would get out of thier plane to chase a tech into a build or will they say "somone go in there and kill that engy while i fly around"

Subject: Contrary to Popular Belief...
Posted by [Anonymous](#) on Thu, 18 Apr 2002 03:52:00 GMT
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quote:Originally posted by Woggy:Aircrafts are better used as support vhecilesThey are good for defending...

Subject: Contrary to Popular Belief...
Posted by [Anonymous](#) on Thu, 18 Apr 2002 04:58:00 GMT
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I reckon they will complement mammoths very good.

Subject: Contrary to Popular Belief...
Posted by [Anonymous](#) on Thu, 18 Apr 2002 06:14:00 GMT
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i am ****ed about people just buying choppers but there is an upside, i just get a havoc and get to a good vantage points and in 4 shots an apache is gone and my points are up. with the aircraft out snipers are finally getting the points they deserve, the last game i played i got 3rd out of 40 just for sniping guys and choppers!

Subject: Contrary to Popular Belief...
Posted by [Anonymous](#) on Thu, 18 Apr 2002 06:22:00 GMT
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Yeah -- BD is going down hill - but it will pick up when the hoopla dies down.I was amazed that i flew the same transport chopper for 3 succesful stealth runs to GDI!i took minimal damage and was avoiding Orca fire pretty good (new pilots i suppose).But then GDI wised up and got some Havocs in sniper positions ---*Boink* -- long way down....

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Thu, 18 Apr 2002 07:48:00 GMT

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Now increasing the validity of ***** snipers is what I am worried about with this aircraft beta. The vast majority of pub snipers are lame cowards who can't melee to save their lives... so they sit back and snipe at people. When you discover them and attack, they run for their pathetic, sad lives.

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Thu, 18 Apr 2002 08:18:00 GMT

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Maybe that's because they have a rifle with a ROF of maybe 1/10th of the weapon you use when you're sniperhunting? Sheeesh.

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Thu, 18 Apr 2002 08:29:00 GMT

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quote:Originally posted by StoneRook: Yeah -- BD is going down hill - but it will pick up when the hoopla dies down. I was amazed that I flew the same transport chopper for 3 successful stealth runs to GDI! I took minimal damage and was avoiding Orca fire pretty good (new pilots I suppose). But then GDI wised up and got some Havocs in sniper positions ---*Boink* -- long way down.... It bothers me greatly that snipers can take out vehicles (especially aircraft since they are more likely to be in the open) so easily. That little bullet must be misleadingly powerful.

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Thu, 18 Apr 2002 09:29:00 GMT

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quote:Originally posted by kubi0461: It bothers me greatly that snipers can take out vehicles (especially aircraft since they are more likely to be in the open) so easily. That little bullet must be misleadingly powerful. Think of it like this. The armour in real life of a jeep, MRLS or chopper is painfully non-existent. A sniper can take out the driver of a jeep in real life from a mile away, and bugger off before anyone finds him. It would be good in Renegade if you could see the occupants in the Jeeps, MRLS and Artillery. Make it more like real life, and open up a whole new line of strategies, where artillery can't sit at the edge of the battle field and pound away.

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Thu, 18 Apr 2002 12:16:00 GMT

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Aircrafts are better used as support vheciles

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Thu, 18 Apr 2002 12:17:00 GMT

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i got out of mine. i mean, in walls i'll take a sniper, sit all the way back in front of nod refinery, and shoot orcas all the way accros the map just lifting off from their base. 5 shots, hit all 4, reload, then get em. hit them all the way accross base, and fortunately, this method does seem to rack up a hefty amount of ladder points. however, on city, thing to do is take your orca or apache, sit up high right between power plant and refinery, you can see all entrances from there. when you see something coming, move and get in it's way. nothing like stopping an apc dead in it's track right where the base defenses can hit it. then when the engis hop out, land on em with the helicopter. but it is just a phase, i mean the patch has been out 10 hours now. everyone is still wanting to just test things out. i've changed my server to non-laddered because i knew no one really wanted to play seriously yet.

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Thu, 18 Apr 2002 13:31:00 GMT

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quote:Originally posted by]AoA[The Emperor:Now increasing the validity of ***** snipers is what I am worried about with this aircraft beta.The vast majority of pub snipers are lame cowards who can't melee to save their lives... so they sit back and snipe at people. When you discover them and attack, they run for their pathetic, sad lives.Snipers run when shot at becuae they are being shot at{usally} with an atuomatic weapon thus giving the snipers opponent an edge, the sniper rifle is powerful but slow to fire and when your strafing and your opponent is its hard to hit them with a rifle, so a sniper runs to a safer spot. Every once in a while tho i get a shot of and nail the ***** chasing me.

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Thu, 18 Apr 2002 13:39:00 GMT

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Hehe, in walls all I do buy a Havoc, go up on top of the war fac, pull up a lawn chair - grab a beer, and just shoot them ****ed flying *****s whenever I see one of those retards coming my way.Hehe, then they figured they'd caught on and rush at me with like 3 apaches. For a challenge I like to try hitting all 3 of em' on their way down, so far I've only got 2 (seriously, I killed 2 falling people with ramjet).

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Thu, 18 Apr 2002 13:46:00 GMT

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It's true that there is so much hype surrounding choppers -- They aren't good front line units but they are excellent for tank support and base defense

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Thu, 18 Apr 2002 15:49:00 GMT

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They are quite weak. On city though, if you are Nod, you can get an apache behind the GDI refinery while only losing 16 armor, place a nuke, get back in to the heli and fly over to the pp, take it out with c4 and fly home to refill all the while only losing MAX 50 armor. It works, have done it countless times today

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Thu, 18 Apr 2002 17:07:00 GMT

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thats because their defense was crap- I've landed on their warfactory roof, deployed the beacon and left it exploded, but I tried again this time their Def. was good so i got shot down, still irks me that you just fall out instead of parachuting or something

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Thu, 18 Apr 2002 22:18:00 GMT

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quote:Originally posted by cheezyman:thats because their defense was crap- I've landed on their warfactory roof, deployed the beacon and left it exploded, but I tried again this time their Def. was good so i got shot down, still irks me that you just fall out instead of parachuting or something then get low to the ground it was already known you don't get parachutes and you guys decide now to start complaining about the lack of it.

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Thu, 18 Apr 2002 22:56:00 GMT

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3-4 FT or 3-4 Stank rush still beats the crap out of flying maps. If Nod can pull it together GDI is ****ed. Since I take it most pubs are pos jackathons, this is of no vital use. Yet WW has confidently assured me and we have proven the Nod tank rush will still work 90\% of the time. Air units are simply crap, and in hour long games just point fodder for rank pushing in ladder games. This and it sucks that the sniper is ultra uber now. I think the snipe rife should do **** against the air units and that Rave/Spic should be the anti air infantry, just so the game would be

mixed more on infantry. I dont want to go into a pos pub and see 10 snipers. That games pants, pure pos pants, and any beta tester will agree.

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Fri, 19 Apr 2002 01:29:00 GMT

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Here's the only real legitimate use for choppers:Distracting defenders while a FT or Mammoth rush comes blazing into their bases. "OH LOOK, EASY TARGETS!"*BRRRRRRRRRRRM*"GDI/NOD WEAPONS FACTORY DESTROYED...GDI/NOD TIBERIUM REFINERY DESTROYED"Quite frankly, I think people are overlooking the power of the Chinook (which looks more like a CH-46E Sea Knight) - but since it doesn't have the ability to, how would the n00bs put it, "make things go boom and fall down and go boink," very rarely do I see someone buy one - probably because the general school of thought is that you have to go to the maximum crusing altitude so you REALLY die when you fall.

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Fri, 19 Apr 2002 03:24:00 GMT

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Really, a Mammoth is so slow and a soldier can get in its dead zone pretty quickly (the point where you can't run the guy over and you can't hit him with your guns). An Orca here would be wonderfull because it can reach that deadzone, and it can scout.I really think those 2 were made for eachother.

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Fri, 19 Apr 2002 10:41:00 GMT

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quote:Originally posted by]AoA[The Emperor:Now increasing the validity of ***** snipers is what I am worried about with this aircraft beta.The vast majority of pub snipers are lame cowards who can't melee to save their lives... so they sit back and snipe at people. When you discover them and attack, they run for their pathetic, sad lives.Ummm...that would be me.

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Fri, 19 Apr 2002 11:08:00 GMT

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Here's a little point.1) Find/build an orca2) Target it3) read what it saysOrca VTOL *Assault* CraftShould be changed to Support Craft to get the point through people's heads:Aircraft are to support ground vehicles, not for a lone Rambo assault...

Subject: Contrary to Popular Belief...
Posted by [Anonymous](#) on Fri, 19 Apr 2002 11:13:00 GMT
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heh people just want to try out the new units just now. the fad will ware off

Subject: Contrary to Popular Belief...
Posted by [Anonymous](#) on Fri, 19 Apr 2002 13:57:00 GMT
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The one thing that might give aircraft an edge (besides more armor) is lockable rockets. I mean, you'd think a state-of-the-art bird like an Orca would have a fancy laser designator. Secondly, Mammoths should also get upgraded armor and lockable longer-range rockets so people might actually use them in their strongest role - defense - instead of taking them on the field to feed to the jackals. In TD, Mammoths were incredible anti-air defensive units - why not in Renegade?

Subject: Contrary to Popular Belief...
Posted by [Anonymous](#) on Fri, 19 Apr 2002 14:25:00 GMT
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Probably because there are enough anti-air units already. If a mammoth was anti-air also... It would be "The Ultimate". So many people say the mammoth tank is unbalanced and should have more to it, but the truth is... It shouldn't. All a mammoth tank needs is support, and I think that is one of the reasons ww made the air units. They excel as support units. Teamwork is often the key

Subject: Contrary to Popular Belief...
Posted by [Anonymous](#) on Fri, 19 Apr 2002 14:34:00 GMT
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Orcas and Apaches make good tank crushers though. Like in the old TD days And pretty good for base defense, but that's about all the use you'll get out of em.

Subject: Contrary to Popular Belief...
Posted by [Anonymous](#) on Fri, 19 Apr 2002 14:58:00 GMT
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Wow, now that I think about it, orcas and apaches are designed like they were in TD. A few rocket troopers could nail any air unit in seconds, and if you wanted some real good air defense, ten recon bikes always worked real well to destroy efficiently. Hmmm... Looks like they are staying true to C&C a little bit...

Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Fri, 19 Apr 2002 15:01:00 GMT

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i didn't read through all of the posts because there was so many, but i just wanted to say (sorry if this was already said) but that's the way it was in the beginning of the beta everyone was doing aircraft but toward the end it wasn't that way, so it'll turn eventually
