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Subject: Air patch tactics

Posted by [Anonymous](#) on Thu, 18 Apr 2002 04:11:00 GMT

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I've not already tried the heli-carrier, just the apache/orca. Helis are low armor units. Don't expect to make a long siege with them or do a lot of damage. But they are fast so they are perfect :1- for supporting tanks and give them advantage on the field.2- for stressing/disturbing/distracting the enemy defenders : attack a building, go backward, repair, attack another building, go backward, repair and so on. Make them mad with all these useless alarms... 3- for attacking the harvy. Ooooooooo yes the harvy is so slow, and your heli is so fast... You can do it in multiple attacks to make the necessary repair...4- defending the base. With your heli the most useful thing u can do i think is to defend your base : damage the rushers (flamers, apc, cars and helis ) and warn your base about any incoming threat. With high seeing and patrolling u can see them coming. Don't forget with your heli to search for beacon too. 5- As your heli is a flying unit, u can repair it on unexpected place to make it harder to steal.6- In a team of 10 players, 2 helis are a max. More apache/orcas are useless, unless for the mood (Oooooo yes i love seeing a 5 aircrafts squad, this make me feel in "apocalypse now" ). By the way, don't expect to become MVP if are in a heli during all the game.7- In a heli, fear the buggy/hummer ! They re fast and can chase you ! With a buggy i ve destroyed a low altitude orca... (not tested with a high altitude). Fear the infantry too, especially snipers.8- on air maps, with all these ramps and hiding places, beaconing (even as GDI) is really too easy. Go ! You can do it a lot !

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Subject: Air patch tactics

Posted by [Anonymous](#) on Thu, 18 Apr 2002 04:23:00 GMT

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They are also useful for scouting I think.

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Subject: Air patch tactics

Posted by [Anonymous](#) on Thu, 18 Apr 2002 04:55:00 GMT

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yeah, especially on walls, fly around, and tell your team what they got.

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Subject: Air patch tactics

Posted by [Anonymous](#) on Thu, 18 Apr 2002 06:08:00 GMT

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quote:Originally posted by n00by One Ken00by:4- defending the base. With your heli the most useful thing u can do i think is to defend your base : damage the rushers (flamers, apc, cars and helis ) and warn your base about any incoming threat. With high seeing and patrolling u can see them coming. Don't forget with your heli to search for beacon too. Still the best one... Very usefull for defending....

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Subject: Air patch tactics

Posted by [Anonymous](#) on Thu, 18 Apr 2002 06:12:00 GMT

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Rush to enemy land on top off an building like weaponfactory drop beacon and defend beacon...  
You have enough time to place te beacon before the enemy will come.....

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Subject: Air patch tactics

Posted by [Anonymous](#) on Thu, 18 Apr 2002 06:17:00 GMT

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yes but one must be sure that the base defenses are taken care of first in walls... as for the other  
map.. desptroy to your hearts desire

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Subject: Air patch tactics

Posted by [Anonymous](#) on Thu, 18 Apr 2002 13:44:00 GMT

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The beacon-on-the-roof idea would work, unless the enemy has some active choppers in their  
base. A couple of choppers vs. 1 person trying to plant a beacon? Those odds aren't so good...  
Always have support, like two choppers, one guards while the other pilot jumps out to plant  
beacon.

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Subject: Air patch tactics

Posted by [Anonymous](#) on Thu, 18 Apr 2002 21:12:00 GMT

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Only one person can ride in an ORCA/Apache I think.

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Subject: Air patch tactics

Posted by [Anonymous](#) on Thu, 18 Apr 2002 22:15:00 GMT

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quote:Originally posted by YSLMuffins:Only one person can ride in an ORCA/Apache I think.thats  
why he said 2 choppers

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Subject: Air patch tactics

Posted by [Anonymous](#) on Thu, 18 Apr 2002 22:58:00 GMT

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The barracks everybody planted the mines in the entrance.. now you can land on the roof and

pass the entrance by landing between the sandbags or jump from the roof...Most of time in walls i just get an transport as soon as possible and give it a full load with engis. And head to the enemy base. You can destroy one building for sure.Yesterday the only thing left in the enemy base was the barracks. So everybody was on top of barracks shootin the heli. I came there with my transport. Straffed low over the barracks and killed 5 6 people.... haha.One question only.. is it possible to get on top of the powerplant. i know there are alot of thermals that will push you away.I'ts a nice place for the beacon..

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Subject: Air patch tactics

Posted by [Anonymous](#) on Thu, 18 Apr 2002 23:07:00 GMT

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If you are repairing your heli our just leaved it somewhere make sure you put some c4 on it. If someone steels it... Boom...Repairing your heli is never save.. black hands can be everywhere. I always repair my heli on top off weapfac or hand nod.But Watch where you jump out. Remember that you will jump out left of you vehicle.. So make sure that there is some room on the left of your heli. otherwise it will drop you next to the building... and your heli on top...

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Subject: Air patch tactics

Posted by [Anonymous](#) on Thu, 18 Apr 2002 23:18:00 GMT

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hey dmc...i did that...i landed on the hand and when i came out i was next to the hand...weird...i hate that...someone might steal ur vehicle as soon as u get up there!!!!!!

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Subject: Air patch tactics

Posted by [Anonymous](#) on Thu, 18 Apr 2002 23:46:00 GMT

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also havac/shukra pose a big threat to the new flying vechaels when i can shoot them across map on walls by the time they get any where near my base they are done

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Subject: Air patch tactics

Posted by [Anonymous](#) on Fri, 19 Apr 2002 01:30:00 GMT

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quote:Originally posted by ignorantx:also havac/shukra pose a big threat to the new flying vechaels when i can shoot them across map on walls by the time they get any where near my base they are done That's trhu i saw a lot of blue lines yesterday.. lol

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Subject: Air patch tactics

Posted by [Anonymous](#) on Fri, 19 Apr 2002 02:56:00 GMT

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quote:Originally posted by dmc321:The barracks everybody planted the mines in the entrance.. now you can land on the roof and pass the entrance by landing between the sandbags or jump from the roof.....ya thats all very good but when you jump off from the roof how do u get your chopper again?

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Subject: Air patch tactics

Posted by [Anonymous](#) on Fri, 19 Apr 2002 03:56:00 GMT

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quote:Originally posted by K\*\*\*\*ij Handa:ya thats all very good but when you jump off from the roof how do u get your chopper again? You won't. I always drop out of a heli when it's on falling crashing height. So it gets destroyed. Never give your chinook to the enemy.

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Subject: Air patch tactics

Posted by [Anonymous](#) on Fri, 19 Apr 2002 04:36:00 GMT

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if there ever was a vehicle that begged for a separate gunner, it's the orca/apache. but alas, they can have no passenger. i'm the kind that can't think and chew gum at the same time, so i think i'll just stay on the ground most of the time. lol...

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Subject: Air patch tactics

Posted by [Anonymous](#) on Fri, 19 Apr 2002 06:14:00 GMT

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quote:Originally posted by zukkov:if there ever was a vehicle that begged for a separate gunner, it's the orca/apache. but alas, they can have no passenger. i'm the kind that can't think and chew gum at the same time, so i think i'll just stay on the ground most of the time. lol...LoLSeeing the people falling out of the sky is fun too.Most of the time people on the ground will have the most points. Cause everybody is in the air.

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Subject: Air patch tactics

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

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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

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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 engines 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

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Subject: Air patch tactics

Posted by [Anonymous](#) on Fri, 19 Apr 2002 10:55:00 GMT

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[QUOTE]Originally posted by n00by One Ken00by:6- In a team of 10 players, 2 helis are a max. More apache/orcas are useless, unless for the mood (Oooooo yes i love seeing a 5 aircrafts squad, this make me feel in "apocalypse now" ). By the way, don't expect to become MVP if are in a heli during all the game.I only wish poeple listened to this very very good rule; but since the helicopters are new and people are learning with them, nobody will listen to it As for hummers, they have the same weakness ass all vehicles; they cannot shoot stright up. Just get above it and waste it with your guns because, unlike groun units, you \*can\* shoot straight down.

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Subject: Air patch tactics

Posted by [Anonymous](#) on Fri, 19 Apr 2002 11:01:00 GMT

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Too many people are forgetting basic military strategy: ground troops win the battle, not the air. Nobody ever occipied enemy territory with a helicopter.Air units role is to provide ground support: air superiority, air to ground attacks to kill tanks (what the real Apache was designed for) and occasionally infantry, and for support fire during assaults/extractions. Makes me laugh to see 6+ choppers heading to the base, thinking they can take it out. Unless the defending team is clueless, it's a slaughter: dead choppers and pilots falling like rain...(ex-Air Force flight sergeant)

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Subject: Air patch tactics

Posted by [Anonymous](#) on Fri, 19 Apr 2002 13:11:00 GMT

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Flying the real apache in this game now that would be something. Weapons I would want on the wings;8 hellfires2 rocketlaunchersNow that would be a slaughter. Enough firepower to take out a small army. What I wouldn't give to pilot the real thing. But the eyes won't allow me to. Flying a A-10 Warthog would be cool too. Tank shredding time.\*I need a cold shower now\* j/k

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Subject: Air patch tactics

Posted by [Anonymous](#) on Sat, 20 Apr 2002 01:45:00 GMT

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quote:Originally posted by snakeoil: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 suprise by them. I haven't to this day, simply by taking a quick look around. You'd do it in real life

anyhow . Thats true i waited 8 minutes yesterday on the big enemy building. I was stealht.. alot of heli's just flyed over me and didn't see me. And after 8 minutes i was rewarded someone thaugt he could repairs his orca there ... and i stole it... The problem is to get on the big building it costed me a heli but thats a nice trade. Apache boom Orca back. The best way is that someone drops you there with a transport.And about the points yes know.. I played 30minutes in a heli gave me 600 points. Buyed two times a medium tank and destroyed airstrip and hand of nod. 3500 points cause everybody's in the heli nobody's gonna repair it. LoL

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