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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Thu, 18 Apr 2002 10:45:00 GMT

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The added aircraft only provide a twist to the scheme of things. I don't think WW added the aircraft to impose dominance on the battle field. So is there such thing as an aircraft rush?

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Thu, 18 Apr 2002 11:50:00 GMT

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A Chinook rush, I saw a single Nod chinook drop a Stealth squad on City, they planted Beacons on the Power plant and Refinery. The heli lifted off and vanished leaving us to find the beacons. But this is just an alternative APC rush. Also its useful for getting some snipers into place quickly. [ April 18, 2002: Message edited by: The Argon Array ]

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Thu, 18 Apr 2002 13:32:00 GMT

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quote:Originally posted by The Argon Array: Also its useful for getting some snipers into place quickly. [ April 18, 2002: Message edited by: The Argon Array ] You're right, it would be useful in that way if you could actually get a teammate to airlift you to a sniper point. Good luck, otherwise it's not worth it to buy one to airlift yourself. I find Orca/Apache rush's very effective even on maps with base defense as you can quickly hide behind a structure and commence pounding with minimal losses. Chinook rush is also great, especially on maps without base defense. But it shouldn't always be chosen over the APC just because it's cooler.

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Thu, 18 Apr 2002 13:40:00 GMT

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"Just because it is cooler" is, true, an awful reason to choose a certain unit, but the Chinook does have some obvious advantages. It does sacrifice some armor, but it has more speed and the flying ability makes it a lot more versatile. However, on most maps, an escort is almost a necessity.

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Fri, 19 Apr 2002 00:18:00 GMT

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actually, one came on walls, me and another orca flew behind the pp, and just started blasting

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away. we took it out, but then someone took me out. oh well, it was worth it.

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Sat, 20 Apr 2002 13:23:00 GMT

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quote:Originally posted by woloi:actually, one ame on walls, me and another orca flew behind the pp, and just started blasting away. we took it out, but then someone took me out. oh well, it was worth it.a medium tank could do that too, probably even better

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Sat, 20 Apr 2002 13:25:00 GMT

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quote:Originally posted by [M@D] BlackTyrannitar:a medium tank could do that too, probably even better Hush n00b, two Orcas or Apaches can take out a structure rather quickly.

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Sat, 20 Apr 2002 14:04:00 GMT

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quote:Originally posted by [M@D] BlackTyrannitar:a medium tank could do that too, probably even better but, a med tank can't get behind the pp fast enough, before it's destroyed by the OoL. orca's can slip in with minimal damage (even more so if there's at least two) and destroy the pp. i've even done it solo and placed a beacon, and blew the pp up that way. works, as long as your up against idiots.

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Sat, 20 Apr 2002 20:13:00 GMT

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Chinooks are probably the best air unit their my fav unit cuz i do beacon rushes

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Sat, 20 Apr 2002 21:23:00 GMT

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quote:Originally posted by [M@D] BlackTyrannitar:a medium tank could do that too, probably even better but a medium tank can get c4'ed by engies while a chopper cant if it flies a little higher than c4 reach. and i think choppers kill buildings faster than mediums.. and ALSO. choppers are

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faster

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Sat, 20 Apr 2002 21:40:00 GMT

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But the chopper has half the health and armor that the med tank does. Only if they can't afford anything more than free infantry (or they're stupid) should you attack with a chopper.

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Sun, 21 Apr 2002 00:45:00 GMT

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quote: However, on most maps0 THERE IS ONLY 2 MAPS WITH IT!

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Sun, 21 Apr 2002 08:08:00 GMT

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But the tank is slower and most of that armor will be gone because of the shots from oblisk. And the orcas have anti infantry too.

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Sun, 21 Apr 2002 08:50:00 GMT

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Thats one thing that i hate about hte flying vehicles is that there is only two maps. I think they should've came out atleast 4 maps, but after awhile playing the two maps with the air vehicles it starts to get boring because you've already played it so many times. Where they just in a rush to get the aircratfs online. [ April 21, 2002: Message edited by: DoYouKnowTheMuffinMan? ]

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Sun, 21 Apr 2002 09:59:00 GMT

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This happened today - and is why I LOVVVE flying maps.I was on a laddergame, and myself and someone else got a chinнок and two Hotwires.We loaded up and flew to the Nod Base ( City ) The ob hot us once....twice...Boom. We RAN to the PP. The other guy got killed, but I made it. I Planted C4 on the MCT...but...thanks to me placing the C4 a bit off...the PP went to 1 red bar of health....Normally, i would have pulled out. But, I said - to hell with it, and whipped me pistol out.It

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took me 5 mins - But I destroyed it!!!! I COULD NOT BELIEVE that the Nod team just let the "Warning - NOD powerplant under attack" messageS ( Yes - the 5 of them ) fly by!!!! I destroyed a PP with a Pistol!

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Sun, 21 Apr 2002 10:11:00 GMT

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quote: Also its useful for getting some snipers into place quickly. I wouldn't recommend that. What happens is some n00b buys a chinook. You get in. The n00b flies straight at the obelisk/AGT. You wasted up to 1000 credits (with Havoc/Sakura). In other words, know your pilot and make sure he knows you want to get off at some good position.

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Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Mon, 22 Apr 2002 12:10:00 GMT

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quote:Originally posted by eae:I wouldn't recommend that. What happens is some n00b buys a chinook. You get in. The n00b flies straight at the obelisk/AGT. You wasted up to 1000 credits (with Havoc/Sakura). In other words, know your pilot and make sure he knows you want to get off at some good position. Yes, if I'm in a Chinook with a pilot that goes up for EXTENDED periods of time above the drop-death zone, I ask for him to let me off before he costs me 1-2000 credits by broked1cking it into a base at cruising altitude. Some of you "pilots" should read up on covert insertion. Here's some nice reading material: MH-53J Pave Low III - Low Level Insertion Special Forces Helicopter EDIT: I still think the Chinook needs a passenger-mounted minigun or even just a machine gun. They usually do in real life for insertions/extractions. Plus, take a look at this and tell me if it wouldn't be a nice addition: LINK [ April 22, 2002: Message edited by: destruyax ]

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