
Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 10:11:00 GMT

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Well I don't think so. In my opinion, they are not worth 900. Ramjets and snipers simply do far too much damage to them. 1 Ramjet clip does 200 damage, and 1 Sniper rifle clip does about 120. I don't bother wasting my money on them...now if they had 200 health/armor like they do in the Single PLayer Mod, then they would be worth 900. But an Orca can't survive more than 1 shot from the obelisk...and it should be this way, because in Tiberian Dawn/Sun, the Orca could take barely 2 shots from an obelisk. Anyone else think they need to be improved or cost lowered?

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 14:30:00 GMT

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well it would make sense that obelisk kills in 1 shot. Parachutes are appropriate in some terms, but in others it would be too easy. however it doesn't make much sense that snipers would do so much damage. Not every bit of a helicopter is vital, a lot of it is just walls.... perhaps if you shot the middle of the propeller or something like that, but it shouldn't be too easy.

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 14:55:00 GMT

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You should know that IRL, parachuting out of a chopper is suicide. You have a chance of surviving, but there is a very big risk that you will get chopped up by the rotors.

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 16:58:00 GMT

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quote:Originally posted by Devon: You should know that IRL, parachuting out of a chopper is suicide. You have a chance of surviving, but there is a very big risk that you will get chopped up by the rotors. Moron have you seen heartbreak ridge they were jumping from a CHINNOOK transport helicopter (same one as in renegade)! And the military does do that. Also how can they be chopped up by the rotors idiot cause ppl will deploy them AFTER they clear the heli!

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 20:00:00 GMT

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quote:Originally posted by Devon: Uh... what kind of BS is that? The Obelisk couldn't fire at airborne

units. And if you landed your unit near the Obelisk it killed it in one shot.yeah exactly

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 20:33:00 GMT

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quote:Originally posted by celica330:Well I don't think so.In my opinion, they are not worth 900. Ramjets and snipers simply do far too much damage to them. 1 Ramjet clip does 200 damage, and 1 Sniper rifle clip does about 120. I don't bother wasting my money on them...now if they had 200health/armor like they do in the Single PLayer Mod, then they would be worth 900. But an Orca can't survive more than 1 shot from the obelisk...and it should be this way, because in Tiberian Dawn/Sun, the Orca could take barely 2 shots from an obelisk. Anyone else think they need to be improved or cost lowered?Maybe snipers do that much damage to aircraft for this reason:People complained that snipers were near useless.People wanted aircraftKill 2 birds with one stone. People got their weak aircraft and snipers are now AA. But now apparently the personal ion cannon and raveshaw are gimped on distance ... bleh.

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 20:58:00 GMT

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Snipers do so much damage to choppers because they have a light armor class just like mrls, mobile artillery, hummvee and he buggy. The ramjet does 80 damage to these vehciles and the sniper rifle does 30.

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Posted by [Anonymous](#) on Fri, 19 Apr 2002 22:10:00 GMT

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I don't know about the Orca, but the Apache is heralded for the armor on her. I've seen birds with all sorts of hell shot out of them still flying.I still think the things need lockable rockets.

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Sat, 20 Apr 2002 00:12:00 GMT

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quote: and it should be this way, because in Tiberian Dawn/Sun, the Orca could take barely 2 shots from an obelisk. Uh... what kind of BS is that? The Obelisk couldn't fire at airborne units. And if you landed your unit near the Obelisk it killed it in one shot.

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Sat, 20 Apr 2002 01:30:00 GMT

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quote: People complained that snipers were near useless. People wanted aircraft Exactly. Those 1000 credit snipers now have a very big and useful role. quote: Not every bit of a helicopter is vital, a lot of it is just walls.... perhaps if you shot the middle of the propeller or something like that, but it shouldn't be too easy. You should note, that snipers don't shoot just little bullets, they shoot freaking big blue beams! Take 6 of those through a copter and chances are you'll crash it. Also look at the size of the aircraft, they are way too small to have a lot of useless walls. I think things are fine as it is, aircraft are very fun to use, and its unbelievably awesome to watch a group of them raid a base. People will always use them, because flying is fun, and now snipers like me have better things to do than pick off infantry.

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Sat, 20 Apr 2002 04:02:00 GMT

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quote: Moron have you seen heartbreak ridge they where jumping from a CHINNOOK transport helicopter (same one as in renegade)! And the military does do that. Also how can they be chopped up by the rotors idiot cause ppl will deploy them AFTER they clear the heli! First of all, Heartbreak Ridge is a movie. Go ask a helipilot for an accurate reference. Secondly, I'm talking about pilots, sorry if I didn't make myself clear. If there is something wrong with the chopper (like a rocket stuck up its rear end) the pilot can't parachute because he'd probably die anyway. If not from the rotors, then probably from the debris falling down from the exploding chopper (since it will be destroyed pretty much right above him). In fact, AFAIK, helicopter pilots don't have parachutes.

Subject: Aircraft - More for your dollar?

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

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Man that guy with the computer spec in his sig spends WAY too much time and money on his computer, u need to get out more. And why the hell would you want 2 DVD-ram drives, come to think of it why the hell would you even want one, there poo, now DVD-RW+ theres a good thing you should sell them 2 and get one of them. [April 20, 2002: Message edited by: ash_uk]

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Sat, 20 Apr 2002 05:26:00 GMT

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quote: Originally posted by Devon: First of all, Heartbreak Ridge is a movie. Go ask a helipilot for an accurate reference. Secondly, I'm talking about pilots, sorry if I didn't make myself clear. If there is something wrong with the chopper (like a rocket stuck up its rear end) the pilot can't parachute because he'd probably die anyway. If not from the rotors, then probably from the debris falling

down from the exploding chopper (since it will be destroyed pretty much right above him). In fact, AFAIK, helicopter pilots don't have parachutes. What about Having a button that propells the Rotors away from the plane, then enabling you to Parachute?

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Sat, 20 Apr 2002 06:04:00 GMT

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quote:Originally posted by DaveGMM:What about Having a button that propells the Rotors away from the plane, then enabling you to Parachute?because that would belong in the realms of fantasy.Helicopter pilots aren't in the habit of getting someone else to hold the controls while they jump out with a parachute.AFYI, paratroopers don't parachute out of helicopters, they jump out of hauler aircraft such as the hercules.

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Sat, 20 Apr 2002 06:59:00 GMT

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snipers should be toned down..in c&c td, you barely scratched a buggly with a sniper, now, you dont need that many shots with it...i dont like it; its like, the bigger the gun; the more damage it does to EVERYTHING.c'mon, i know renegade isnt made for realism, but a little bit cant do any harm

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Sat, 20 Apr 2002 07:05:00 GMT

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quote:Originally posted by Whowhere:because that would belong in the realms of fantasy.Helicopter pilots aren't in the habit of getting someone else to hold the controls while they jump out with a parachute.AFYI, paratroopers don't parachute out of helicopters, they jump out of hauler aircraft such as the hercules.ppl parachute out of UH-60's so

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Sat, 20 Apr 2002 09:02:00 GMT

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quote:Originally posted by Whowhere:because that would belong in the realms of fantasy.Helicopter pilots aren't in the habit of getting someone else to hold the controls while they jump out with a parachute.AFYI, paratroopers don't parachute out of helicopters, they jump out of hauler aircraft such as the hercules....Hmmm Tiberium is then real because this game is realistic. Mutants run around and we have big lazars that shoot 20 Gigawatt death rays stitting in our backyards. Buildings can never be built and never destroyed... Tanks are all over the place and

we have big blue lasers that shoot from the international space station...

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Posted by [Anonymous](#) on Sat, 20 Apr 2002 09:04:00 GMT

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maybe make ORCA's more manerverable

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Sat, 20 Apr 2002 09:05:00 GMT

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Cool... I wonder if there are gun laws on lasers. I think I need one for "personal defence". lol

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Posted by [Anonymous](#) on Sat, 20 Apr 2002 09:22:00 GMT

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Ummmm whats the topic again? Everyone seems to be talking about how helicopter pilots eject ()Oooohhhh yeah. I'll get back to you once I've actually flown one, but for now I'll tell you this - everyone was dieing for aircraft and were dissapointed when they were left out originally. Now there are very few positive comments being posted about them - so WHATS WRONG WITH ALL OF YOU!?!?!?

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Posted by [Anonymous](#) on Sat, 20 Apr 2002 09:29:00 GMT

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I think they're quite good. i especially love sitting in a humvee outside my base, watching the apaches come over then swatting them down like flies.I think the helis are best used to cause mischeif, fly around, harassing tanks and troops. They're no good just shooting at one target.

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Sat, 20 Apr 2002 09:59:00 GMT

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I agree with celica330, they just cost too much.In an aircraft game most ppl will buy an aircraft that die eaily doin stuff all on damage,also a flame tank for nod is a betta option. Snipers only do about 20 a clip vs a flame tank, and they only cost 800 with 400/400 health/armor, which means that aircraft really do nothing when it comes to kill time, and some sniper will just sit where they cant

be hit and load off a clip, i beleive it is betta to buy something which is more effective and can take a decent hit. That is the reason why i agree with celcia330, the only reason ppl like aircraft is cause they can go up and down.

Subject: Aircraft - More for your dollar?

Posted by [Anonymous](#) on Sat, 20 Apr 2002 14:53:00 GMT

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Oh, I don't know about that. Helis are great tankkillers. No tank can fire straight up, so just hover right above its roof and eat through its armor with the chaingun. Takes a while but there is no way for the tank to escape - wherever it can go, you can follow.

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Posted by [Anonymous](#) on Sat, 20 Apr 2002 15:03:00 GMT

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When paratroopers jump out of chinooks, they jump from the side and down. When you eject from an attack chopper, you go up and then down, probally through the rotors. How much does the regular sniper rifle do to a buggy? I know that ramjets do tons of damage, because, obviously, it is essentially a railgun that shoots bullets instead of the railgun that shoots energy things. But regular sniper rifles shoot regular bullets. And in my opinion, attack choppers are only good if you know how to use em. They can take out tanks and infantry easy out in the open, but in a place like city, a group of hidden snipers can easily take out a chopper in seconds. They are good for hit-and-runs tactics and base defense, but make poor attackers since they can be taken out by regular soldiers fast.
