Subject: Newbies Guide to Air combat!

Posted by Anonymous on Sun, 21 Apr 2002 11:44:00 GMT

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ok newbies, learn how to fly and shoot at the same time please. this doesnt mean just being in the air and shooting, it means move and shoot at the same time. now, onto the guide.1) Use the MACHINE GUN Vs EVERYTHING except for buildings. I constantly see newbies shooting missles at the orcas and they never hit. The machine gun is so much easier to aim, and is a constant stream of damage.2) AIM HIGH! When in combat with another copter, dont shoot your machine gun while moving forward, because this causes the gun to point downward. DO move backwards when firing because you will aim higher, and hit from farther away.3) STRAFE! hitting ctrl and the arrow keys will cause you to strafe in an aircraft. Its very usefull.4) If your being whooped in the air, fly low to the ground because you DO NOT have a parachute.5) When attacking tanks on the ground, fly directly overhead of them, and shoot with your machine gun. This makes it imposible for them to shoot you, because tanks turrets cant go up at a 90 degree angle.If I think of any other things, ill post em. Happy flying.

Subject: Newbies Guide to Air combat!

Posted by Anonymous on Sun, 21 Apr 2002 11:46:00 GMT

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forgot to NOT BUY AS MANY PLANES!!!!!!!(USE TANKS FOR ONEC SHESH)\*huffs and puffs\*

Subject: Newbies Guide to Air combat!

Posted by Anonymous on Sun, 21 Apr 2002 11:51:00 GMT

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tanks are for the non-flying maps.

Subject: Newbies Guide to Air combat!

Posted by Anonymous on Sun, 21 Apr 2002 15:37:00 GMT

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Snipers cannot stop flame tanks but people want to try Orca out so we have not MRLS or med tank to stop the flame tank. My advise is not to get too many air units perferable no more than 4.

Subject: Newbies Guide to Air combat!

Posted by Anonymous on Sun, 21 Apr 2002 16:10:00 GMT

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I have never been took down by a tank since the patch was out (and realty i play a lot ) Its so fun to just shoot a mamoth to pieces with my aptche, it takes a while but it does the job verry good!

Subject: Newbies Guide to Air combat! Posted by Anonymous on Sun, 21 Apr 2002 17:27:00 GMT

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Yes it is fun to do it. You will see the driver panic and try to look around the tank to see who is shooting at them. Especially to those not lock the screen to turret.

Subject: Newbies Guide to Air combat!

Posted by Anonymous on Sun, 21 Apr 2002 18:04:00 GMT

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Hey I have the supreme stratagey for air mod.I figured this out today.PROMISE NOT TO TAKE MY STRATEGY BECAUSE ILL HUNT YOU DOWN.ok well hee it goes. Take a transport chopper and buy a nuke or ion beakon get in the chopper and land on the War Factory roof. Get out of the chopper plant the beakon get in the chopper and try not to die, Also you can get out of the chopper and reapir it on the roof.Remember I figured this out today, Try it and tell me how it goes. (=

Subject: Newbies Guide to Air combat!

Posted by Anonymous on Mon, 22 Apr 2002 00:10:00 GMT

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Tanks is for al maps...

Subject: Newbies Guide to Air combat!

Posted by Anonymous on Mon, 22 Apr 2002 00:37:00 GMT

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Do not for get to get some tanks. Once in a game people have Orca every where and the Nod rushed with 4 flame tank with 4 Apache. All the Orca is fighting with the Apache in the centre of the map with Apache and with a few people fighting the flame since all veichel is Orca we could not defend against flame tank and got flamed down.

Subject: Newbies Guide to Air combat!

Posted by Anonymous on Mon, 22 Apr 2002 00:49:00 GMT

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Chill people. Instead of trying to convince people who want to buy aircraft not to buy aircraft, just play well yourself. For example, with engie or sniper. As engie, the aircraft can help you by informing locations of beacons and you can go disarm them, quote: Once in a game people have Orca every where and the Nod rushed with 4 flame tank with 4 Apache. All the Orca is fighting with the Apache in the centre of the map with Apache and with a few people fighting the flame And as sniper, you can clear the sky of enemy aircraft allowing your own aircraft to defend the

base. Of course, it is better to have both engie and sniper and prefereably more than one of each.

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