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Subject: Death from above, anti aircraft

Posted by [Anonymous](#) on Sat, 22 Jun 2002 20:42:00 GMT

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Came up with this while I was playing city flying. Here it is. In city, if your base is under attack by orca's hiding behind the smaller office buildings run up the stairs and throw c4 down onto them, or if your out of c4 and your not an expensive character you can jump ontop of the craft and fire at it until you fall off. Later once they wise up to this and try to kill you while your on the roof theres a good chance that they will be hit by the defence.

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Subject: Death from above, anti aircraft

Posted by [Anonymous](#) on Sat, 22 Jun 2002 22:48:00 GMT

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I've never had the problem of orcas back there really, cause I always kill them before they get too close. This also works for tanks too. You can get to the middle of the road area pretty well by jumpin, and the c4 u throw will go even farther.

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Subject: Death from above, anti aircraft

Posted by [Anonymous](#) on Sat, 22 Jun 2002 23:03:00 GMT

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usually there is a sniper on ur team...or u have already destroyed their strip or anythin

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Subject: Death from above, anti aircraft

Posted by [Anonymous](#) on Sun, 23 Jun 2002 17:15:00 GMT

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If you've got the cash get an infantry or tank and blast it and if it comes after you the base defence fries it.

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Subject: Death from above, anti aircraft

Posted by [Anonymous](#) on Mon, 24 Jun 2002 15:49:00 GMT

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grenadiers are surprisingly good against aircraft, if you can hit them...Better to use a PIC, though.

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Subject: Death from above, anti aircraft

Posted by [Anonymous](#) on Mon, 24 Jun 2002 16:46:00 GMT

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the pistol works well to.

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Subject: Death from above, anti aircraft

Posted by [Anonymous](#) on Tue, 25 Jun 2002 08:56:00 GMT

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Gunner is good if you can lead the target. Harder for them to follow the "tracers" back to your position to retaliate. By the time the rocket gets there, you have moved.

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