Subject: Re: heli cheats
Posted by Sniper_De7 on Mon, 16 Oct 2006 21:21:42 GMT
View Forum Message <> Reply to Message

RTsa wrote on Mon, 16 October 2006 15:32I know he's indicating the guy cheated. However, he didn't say it straight out.

And that's what you needed to find to get the 1000$.

Don't get me wrong here, I don't know DaN. I do know, however, that I've been accused of cheating numerous times because I did something similar in an Apache/Orca. Yet, I do know there're people, who are a lot better at it than me and sometimes it's really scary how good some people are.

What's the right damage an Orca/Apache does? I don't think it's 200 damage for one headshot...100, might be. How about bodyshots?

I've already said it is 200, if you don't believe me

Quote:Orcas own infantry. Their main gun does 20 per shot normally, and has a Steel type warhead which does double damage to infantry targets. This means it does 40 per body shot, or 200 per headshot. This means that any infantry unit will die in 2 headshots from an Orca, making them highly lethal. This also means that once the Hand of Nod is gone, you can kill free infantry in 1 headshot making the Orca a preferred unit for kill whoring. The chaingun also does decent damage to vehicular targets, due more to its rate of fire and lack of reloading than its actual power. The Orca's rockets are obviously the preferred weapons of choice for taking on armored targets, but they're better suited to shooting the slower-moving tanks rather than Buggies, APCs, or even enemy Apaches.
- FUDonline.com

So as you can see, the potential for killing infantry and vehicles is pretty high if it's in the right hands, that's why copters kick-ass. Then again, it is light armour and it means ramjets, that's what seperates the big boys from the little ones. A smart pilot knows how to use the surroundings and tactics like "looping" i mentioned earlier. Also, trying to stay near the top of the map if you know there is an enemy copter pilot that is smart. You see, because one tactic is you can run past an enemy copter and block it's exit, meanwhile you are over them, so that when they run... they're running in the only direction they really can go, towards you - and thus, if you anticipate that they're best bet is going back to their base, you can already beat them there.

Anyways, some people believe that APC/buggy/humvee damage is the same as orcas/apaches, they are not

Orca/Apache
40 - bodyshot
200 - headshot

APC/humvee/buggy
FUDonline says it does 120 per headshot, so i am liable to think the body shot does one fifth of

that or...
24 - bodyshot
120 - headshot

However, both shoot just as fast with their chaingun, and both as I believe, fire 43% *slower* than a normal rifle shoots meaning - it's harder to hit units because you have to lead them more. Which is one of the aspects you have to learn. Also you're more prone to hitting an enemies head more (compared to the body) if you're in the air than you are if you're on ground.