
Subject: Chopper/ocra trick

Posted by [velociraptor](#) on Wed, 19 May 2004 06:58:39 GMT

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i have only done this once on walls_fly but if u r a good pilot and there is little defence u can time it right and land on top of ref above the front door and plant a beacon there and they cant repair it unless they know another secret and also u can land on top of smoke stack of pp (but it is really hard to get it perfectly timed)

but u will probably get ass reamed for losing choppers to the other team becuase they dont always die when u jump out in air and they fall but on the other hand u have a great chance at destroyin two buildings and will probably get praised so u decide

could work better with a well trained team and a trans chopper

will probably work better with 2 snipers covering u

i reckon the best is a trans chopper with pilot=engi 2 snipers to be dropped off on central hill for cover and 2 soldiers (or even better sbhs so they cant be seen on the roof) with ion/nuke just watch for enemy snipers cuase just 1 can totally screw the plan by destroyin the chopper in flight= 2 dead soldiers,1 dead engi and 2 wasted nukes

a high risk plan but maybe worth it
