
Subject: Flying vehicle weapons

Posted by [Tibwolf](#) on Sun, 09 Jul 2006 18:02:40 GMT

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Does anybody else use the miniguns on the Apaches and Orcas for everything except buildings? It feels like they do the same amount of damage in the same time frame against vehicles compared to rockets, but they hit faster and leave some room for error. They also have much greater range.

Against infantry, 20 damage per hit seems more useful than trying to splash them to death. I suppose the splash could help in finding SBHs, though

The only reasons that I might use rockets are to attack buildings and to lead my shots to hit a retreating vehicle, and I would usually rather harass infantry and vehicles than take a couple of shots at a building that is bound to be noticed and repaired anyways

So, does anybody else use the minigun on them exclusively, or am I a typical stupid n00b/noob/nub?

Subject: Re: Flying vehicle weapons

Posted by [Tunaman](#) on Sun, 09 Jul 2006 19:14:09 GMT

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That's pretty much how you should use flying vehicles.. But the guns do more than 20 damage per shot against infantry... I don't know how much damage it does, but 1 headshot instantly kills all basic infantry so they do at least 40 damage per shot.

Subject: Re: Flying vehicle weapons

Posted by [Sniper_De7](#) on Sun, 09 Jul 2006 19:53:51 GMT

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Two good things about rockets is that, they *do* more damage against vehicles in a same time frame, you only have to make sure you hit it, which may be considerably harder but if a person goes out to repair and has a hotwire/tech repairing, a person can out-repair the chain gun the copter shoots, while the rockets can out-damage the repair gun. Another thing is that rockets lock, and when facing another copter in front of you it may be better to just use your rockets since they do more damage... and with little health it doesn't take much to take another copter down.

In general? The chain gun is probably a lot easier to use and if you aren't that good you might want to keep trying to use it.

and yes, 40 damage per body shot is correct, 200 per headshot

Subject: Re: Flying vehicle weapons
Posted by [Spoony](#) on Sun, 09 Jul 2006 21:23:19 GMT
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Every now and again I use the rockets for anti-air work... doesn't work all that often though.
Homey used to be ridiculously good at that

Subject: Re: Flying vehicle weapons
Posted by [Tibwolf](#) on Sun, 09 Jul 2006 23:38:49 GMT
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Eh, the editor says 20, but the warhead probably changes that.

Maybe I am just horrible with Apache rockets in general...

Subject: Re: Flying vehicle weapons
Posted by [F15pilotXP](#) on Tue, 25 Jul 2006 02:50:53 GMT
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Sniper_De7 wrote on Sun, 09 July 2006 14:53Two good thing about rockets is that, they *do* more damage against vehicles in a same time frame, you only have to make sure you hit itthat's complete BS....I tried it with a harvester...they do exactly the same damage

Subject: Re: Flying vehicle weapons
Posted by [mrpirate](#) on Tue, 25 Jul 2006 04:31:53 GMT
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De7 is right and you are wrong.

Subject: Re: Flying vehicle weapons
Posted by [Spoony](#) on Tue, 25 Jul 2006 07:08:28 GMT
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F15pilotXP wrote on Mon, 24 July 2006 21:50Sniper_De7 wrote on Sun, 09 July 2006 14:53Two good thing about rockets is that, they *do* more damage against vehicles in a same time frame, you only have to make sure you hit itthat's complete BS....I tried it with a harvester...they do exactly the same damage

I don't know what game you're playing but it doesn't sound like Renegade.

Subject: Re: Flying vehicle weapons
Posted by [Sniper_De7](#) on Tue, 25 Jul 2006 11:33:02 GMT
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It took roughly 27 seconds to kill the harvy with rockets and it took 35 seconds with the chaingun.

Subject: Re: Flying vehicle weapons
Posted by [nukchebi0](#) on Wed, 26 Jul 2006 02:53:54 GMT
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Sniper_De7 wrote on Tue, 25 July 2006 05:33It took roughly 27 seconds to kill the harvy with rockets and it took 35 seconds with the chaingun.

He most likely missed a few rockets, as they will crash into the ground if forced to turn at low altitudes.

Subject: Re: Flying vehicle weapons
Posted by [Sniper_De7](#) on Wed, 26 Jul 2006 03:59:55 GMT
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why are you telling me this? It's possible he could have missed or he could have just counted the number of seconds wrong or didn't hold down the button. The guy should probably not have said something if he can't manage hitting the harvester with his rockets.

Subject: Re: Flying vehicle weapons
Posted by [JohnDoe](#) on Wed, 26 Jul 2006 10:46:52 GMT
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The Harv can be awfully dodgy at times...I think everyone here has a story of his Timed C4 missing.

Subject: Re: Flying vehicle weapons
Posted by [Dover](#) on Fri, 28 Jul 2006 06:11:43 GMT
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I don't, but I have stories of the harv running me over because I always try to put the C4 on the front...

Subject: Re: Flying vehicle weapons

Posted by [nukchebi0](#) on Fri, 28 Jul 2006 06:53:59 GMT

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!n00b Dover got run over by the Harvy. lol

Subject: Re: Flying vehicle weapons

Posted by [IronWarrior](#) on Sat, 29 Jul 2006 05:48:45 GMT

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JohnDoe wrote on Wed, 26 July 2006 05:46The Harv can be awfully dodgy at times...I think everyone here has a story of his Timed C4 missing.

Hav uses dodgehex.ini didnt you know. :/

Subject: Re: Flying vehicle weapons

Posted by [Renx](#) on Mon, 31 Jul 2006 18:13:09 GMT

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MaidenTy1 wrote on Sun, 09 July 2006 18:23Every now and again I use the rockets for anti-air work... doesn't work all that often though. Homey used to be ridiculously good at that

The rockets are great for anti-air. All you have to do is keep your reticle right on the other helicopter and the rockets will hope right in. It'll make them run a lot faster than the chaingun ever could.
