
Subject: orca and apache tactics

Posted by [HORQWER](#) on Sat, 29 Sep 2007 13:01:27 GMT

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get an orca or apache then if u detect enemy tank get near it and attach ur self (i mean like come really close) to its top and then shoot with bullets at him

Subject: Re: orca and apache tactics

Posted by [Herr Surth](#) on Sat, 29 Sep 2007 13:36:39 GMT

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K.

Subject: Re: orca and apache tactics

Posted by [sadukar09](#) on Sat, 29 Sep 2007 16:53:20 GMT

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And literally get killed by Tank shots at close range?

Subject: Re: orca and apache tactics

Posted by [Starbuzz](#) on Sat, 29 Sep 2007 21:27:59 GMT

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Well, he means to be flying/hovering above the tank so it's gun cannot traverse high enough to hit you.

Also, when engaging other flying vehicles, try to be on top and attack. The Apache/Orca's guns are pointed downwards when you go forwards. So, when you are close enough to the enemy chopper, fly backwards and shoot the other guy. Flying backwards will lift the nose (and guns) from downwards to an upwards position.

Subject: Re: orca and apache tactics

Posted by [Herr Surth](#) on Sat, 29 Sep 2007 21:31:15 GMT

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And if you evade Bullets they dont hit you lol orly!!!1

Subject: Re: orca and apache tactics

Posted by [GsXr1400](#) on Sat, 29 Sep 2007 21:47:59 GMT

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tbfh apache>orca if you can fly.. but if the orca is a total pussy theres not much u can do cept rush in low come up and rocket him.. orcas have the distance with is powerfull... but they both can be countered with Havoc/Sak Med/Ltank

Subject: Re: orca and apache tactics
Posted by [sadukar09](#) on Sat, 29 Sep 2007 22:12:35 GMT
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If your aircraft gets killed by a tank then you must suck.

Subject: Re: orca and apache tactics
Posted by [Herr Surth](#) on Sat, 29 Sep 2007 22:17:54 GMT
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Its not that hard to hit a Aircraft with a Light...

Subject: Re: orca and apache tactics
Posted by [Nukelt15](#) on Sat, 29 Sep 2007 22:28:14 GMT
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I'll drive an APC around sometimes just so I can double as mobile base defense and AA. An Orca or Apache can beat an APC in a fight, but most pilots pull back if they take any damage at all just in case something nastier lurks about.

At a distance, MLRS actually isn't that bad at taking out aircraft, since the individual rockets do loads of damage and several from each salvo will lock on and track. However, that's a desperation tactic at best since the aircraft can usually close the distance fast and get behind you before you can kill them.

IMHO, Orcas and Apaches are best used for defense. They can respond to threats much faster than infantry or land vehicles, they do lots of damage in a short amount of time, are great against infantry and vehicles alike, and can use the base structures as cover in case the n00bjets hit the field in force. A single well-used Orca/Apache on defense is IMHO equal to any two tanks.

Subject: Re: orca and apache tactics
Posted by [sadukar09](#) on Sun, 30 Sep 2007 01:09:11 GMT
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sadukar09 wrote on Sat, 29 September 2007 17:12 If your aircraft gets killed by a tank then you must suck.

Subject: Re: orca and apache tactics
Posted by [AoBfrost](#) on Sun, 30 Sep 2007 01:23:25 GMT
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i did this once, i got pwnt easily, the best is to fly at a medium/high level and shoot them moving around in a odd pattern so they cant catch you.

Subject: Re: orca and apache tactics
Posted by [GsXr1400](#) on Sun, 30 Sep 2007 01:45:00 GMT
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hi if the guy in ltank/med can aim ur gona die..

Subject: Re: orca and apache tactics
Posted by [Starbuzz](#) on Sun, 30 Sep 2007 01:48:22 GMT
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SoQReaL wrote on Sat, 29 September 2007 20:45hi if the guy in ltank/med can aim ur gona die..

They can't aim if the Orca is too directly above the tank. Most of them simply drive backwards so the gun can lock onto the Orca/Apache...to which the person in the chopper simply has to move forward to adjust. And you get a dead tank real soon.

Subject: Re: orca and apache tactics
Posted by [InternetThug](#) on Sun, 30 Sep 2007 02:40:45 GMT
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im best player, i took down DrkXFactrs orca with a mobile artillery on walls fly!1!1!11

Subject: Re: orca and apache tactics
Posted by [Starbuzz](#) on Sun, 30 Sep 2007 02:42:57 GMT
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NSStRyKeR wrote on Sat, 29 September 2007 21:40im best player, i took down DrkXFactrs orca with a mobile artillery on walls fly!1!1!11

The truth is several mistakes DrkXFactrs made have helped you to kill him...you simply exploited his mistakes. *Claps hands* I am Orca pilot I know.

Subject: Re: orca and apache tactics

Posted by [Nukelt15](#) on Sun, 30 Sep 2007 05:14:38 GMT

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In some games, having a tank aim at your aircraft could easily spell doom. Playing the Desert Combat mod for BF1942, for instance, I used to annoy the hell out of chopper pilots by popping their rides with the Abrams from halfway across the map (in addition to being a fairly good chopper pilot myself). That doesn't work with tanks in Ren. The projectiles travel far too slowly and are far too visible; if you can see the tank that is shooting at you, then you can evade its shot unless you've done something stupid.

The key is not horizontal but vertical movement; a lot of pilots don't have the brains to think in 3-D and so will just ascend and level off and not touch the vertical thrust controls until they want to land. They also tend to be the ones who don't use their strafe controls. Those are the people who die when they get into fights with tanks. They die because it takes more time to turn and fly in a given direction than it does to either strafe or bob up and down. A pilot who maneuvers in all three dimensions and is constantly weaving back and forth will not be threatened by tanks. Even if the tanker leads your flight path and predicts where you will be, you can see the incoming shell and alter your flight path and it will miss you completely.

Thus, no matter how good you are with a tank or arty- and I dare say I'm pretty good with them myself- you will not be able to kill any halfway decent VTOL jock. They will kick your ass up one side and down the other unless you have some backup. Two tanks have a chance because they can present a threat from two different directions and pin the pilot in between, but even that is iffy against a good pilot. If you want to kill Orcas and Apaches, don't buy tanks- it's as simple as that. Buy advanced infantry with instant-hit weaponry (though please, for the love of all that's holy, don't stoop to using snipers against aircraft), APCs, or an aircraft of your own.

The only ground vehicles which are any threat to either Orcas or Apaches are APCs and the MRLS- the former because it has an instant-hit weapon with decent range and refire, and the latter because it has a weapon that is guided about 50% of the time and has extremely good range. Stealth tanks and Mammoth tanks have guided missiles too, but Orcas and Apaches can outrange both of them. Hummers and Buggies have weapons similar to the APC's, but they do not have the armor to outlast the aircraft's superior firepower.

For similar reasons, any enemy with a rocket launcher can be safely ignored, whereas Laser Chainguns, Laser Rifles, PIC/Railgun, snipers, and n00bjets are major threats.

Subject: Re: orca and apache tactics

Posted by [Herr Surth](#) on Sun, 30 Sep 2007 10:28:24 GMT

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I'd like to cw you all.

Subject: Re: orca and apache tactics

Posted by [The Elite Officer](#) on Wed, 03 Oct 2007 12:38:37 GMT

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sadukar09 wrote on Sat, 29 September 2007 18:12 If your aircraft gets killed by a tank then you must suck.

Indeed

Subject: Re: orca and apache tactics
Posted by [GsXr1400](#) on Wed, 03 Oct 2007 16:37:06 GMT
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Surth wrote on Sun, 30 September 2007 05:28 I'd like to cw you all.

no 5 mins g?G plx

Subject: Re: orca and apache tactics
Posted by [sadukar09](#) on Wed, 03 Oct 2007 19:29:38 GMT
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No playing with RG bypassers plx.

Subject: Re: orca and apache tactics
Posted by [candy](#) on Wed, 03 Oct 2007 20:14:18 GMT
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tbh
snipers>orca's/apache's big time
and on most big servers there are at least 5 people in 1 team sniping...

Subject: Re: orca and apache tactics
Posted by [GsXr1400](#) on Wed, 03 Oct 2007 21:13:55 GMT
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sadukar09 wrote on Wed, 03 October 2007 14:29 No playing with RG bypassers plx.

go dodge tht 1v1 real quak

[EDIT] i would change my name as im not even in SoQ anymore but its not working

Subject: Re: orca and apache tactics

Posted by [sadukar09](#) on Wed, 03 Oct 2007 21:19:19 GMT

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Where did I accept or anyone challenged me? Exactly so stfu you downed kid. (Change your name in Control Panel)

Subject: Re: orca and apache tactics

Posted by [Tunaman](#) on Wed, 03 Oct 2007 23:09:26 GMT

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What is a downed kid lol
this thread is hilarious lol

Subject: Re: orca and apache tactics

Posted by [GsXr1400](#) on Wed, 03 Oct 2007 23:46:10 GMT

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sadukar09 wrote on Wed, 03 October 2007 16:19 Where did I accept or anyone challenged me?
Exactly so stfu you downed kid. (Change your name in Control Panel)

Why act dumb? i asked you in another thread. You didging or you take my offer you
"Downed...Kid..." LMFAO

Subject: Re: orca and apache tactics

Posted by [Nukelt15](#) on Thu, 04 Oct 2007 04:49:53 GMT

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Addendum to previous

The biggest problem with aircraft on defense is that nobody is ever satisfied with letting one person have the only aircraft on the team, and more than two of the things seriously screws over any offensive efforts that the team could mount. What happens most of the time (in pubs) on flying maps is this:

One relatively good or awesome pilot grabs an Orca/Apache, with the intent of filling the role of

harasser and close air support for offense and defense (or, alternately, as fast-response defense to counter rushes and locate beacons). Immediately, the three n00bs behind said player take one look at that aircraft, think 'I want one too!' and promptly fly off into the midfield. Some of them go straight across the map and get blown away by the enemy's tower. Most of them buzz around in the middle of the map popping harvesters and running back to base every time a bullet hits them, because they can't bear to risk their precious aircraft. Until these fools get killed, the team can't buy any tanks, art/MRLS, or APCs- the vehicles which carry the real weight of offensive ability- and the enemy team ends up consisting mostly of 'snipers' who take potshots at the n00b pilots. If those 'snipers' are in any way smart, they just let them escape so they can lather, rinse, repeat, and reap a tidy harvest of points.

Meanwhile, the enemy team's vehicles take the middle, wax the harvester every time it appears, and pointwhore off the air-heavy team's base while said n00b pilots try in vain to do something about it. The skilled pilot has long since abandoned his/her aircraft for an APC, tank, or antivehicle trooper, since any enemy attacks at this point will consist of only the odd engi or beacon rush while the rest of the enemy team camps and laughs. When and if the enemy team actually decides to move up, they typically eat the aircraft alive in seconds thanks to 'snipers,' blow up something vital, and either move in for the kill or killwhore off the basic infantry running around. Thus, the team with the most aircraft usually loses, while the team with one or two usually wins.

That's what makes it damned hard to be successful as a pilot. It isn't necessarily what the enemy will do, because a single pilot can always stay and defend- and do well at it. It's just utterly impossible to work around a team full of morons unless by pure, dumb luck they all decide to do something other than fly. And all that because one flaw in game balance allows *supposedly* anti-infantry snipers to utterly own the one type of vehicle which most appeals to the n00b's desire to drive the coolest shit on the block while at the same time delivering gobs of points to whoever sees fit to pop them one.

In conclusion: people are stupid. Therefore, the best use of Orcas and Apaches is either for defense and light harassment (i.e. pop the harvy, shoot the back of the Airstrip or Barracks if you can get to it, etc), or if your team already owns the field as CAS for the line. Otherwise, not at all unless you're god on wings (and maybe you are) and can singlehandedly demolish all opposition.

Subject: Re: orca and apache tactics

Posted by [sadukar09](#) on Thu, 04 Oct 2007 15:43:45 GMT

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BartGg wrote on Wed, 03 October 2007 18:46sadukar09 wrote on Wed, 03 October 2007 16:19Where did I accept or anyone challenged me? Exactly so stfu you downed kid. (Change your name in Control Panel)

Why act dumb? i asked you in another thread. You didging or you take my offer you "Downed...Kid..." LMFAO
Find it. And wow...you seriously have down syndrome...

Subject: Re: orca and apache tactics
Posted by [trooprm02](#) on Wed, 10 Oct 2007 01:50:52 GMT
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Surth wrote on Sat, 29 September 2007 16:17Its not that hard to hit a Aircraft with a Light...

Or Med. Its quite funny to blow a mods orca with an arty and have him accuse you of bighead of all things LOL. <3

Subject: Re: orca and apache tactics
Posted by [Herr Surth](#) on Wed, 10 Oct 2007 12:59:02 GMT
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Light ist still much better because the Turret can aim higher.

Subject: Re: orca and apache tactics
Posted by [GsXr1400](#) on Wed, 10 Oct 2007 13:10:01 GMT
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cheerz for the update chief/

Subject: Re: orca and apache tactics
Posted by [bisen11](#) on Thu, 11 Oct 2007 20:58:58 GMT
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I'm not much of an aircraft user myself but I do find myself against them in a light tank often. They are annoying. Ussually in Walls you can get bacj to your base before it does any major damage. In city I'll ussually be a n00bjet (one of the few times I'll use them =P) and often snipe flying vehicles. And also since the server I'm playing on has shells inabled for flying vehs all the easier to capture a n00by teams vehicles and take up their limit.

Subject: Re: orca and apache tactics
Posted by [prasp](#) on Fri, 19 Oct 2007 21:40:26 GMT
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Quote:The only ground vehicles which are any threat to either Orcas or Apaches are APCs and the MRLS- the former because it has an instant-hit weapon with decent range and refire, and the latter because it has a weapon that is guided about 50% of the time and has extremely good range. Stealth tanks and Mammoth tanks have guided missiles too, but Orcas and Apaches can outrange both of them. Hummers and Buggies have weapons similar to the APC's, but they do not have the armor to outlast the aircraft's superior firepower.

What about flamers?

Subject: Re: orca and apache tactics
Posted by [sadukar09](#) on Fri, 19 Oct 2007 21:46:57 GMT
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Uh...lol?

Subject: Re: orca and apache tactics
Posted by [Herr Surth](#) on Fri, 19 Oct 2007 21:47:54 GMT
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On how many occasions will you buy a Flamer at City_Flying anyway, lol.

Subject: Re: orca and apache tactics
Posted by [Nukelt15](#) on Fri, 19 Oct 2007 22:34:57 GMT
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Flamers? Threaten aircraft? That must be one stupid pilot. Sure, they do a lot of damage, but their range is pathetic. Anybody who flies close enough to a flamer for long enough to get killed by it deserves to die.

Subject: Re: orca and apache tactics
Posted by [Starbuzz](#) on Fri, 19 Oct 2007 22:42:48 GMT
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Nukelt15 wrote on Fri, 19 October 2007 17:34Flamers? Threaten aircraft? That must be one stupid pilot. Sure, they do a lot of damage, but their range is pathetic. Anybody who flies close enough to a flamer for long enough to get killed by it deserves to die.

A pilot that stupid should be BANNED from ever getting into an Orca/Apache in that server.
