
Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Mon, 25 Feb 2002 15:30:00 GMT
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With the release of the Orcas/Apaches/Chinooks coming up in a few weeks how do you think it'll effect certain tactics? ie A chinook with an orca escort comes in on top of the airstrip, disgorges the engines, and then crashes triumphantly as it's destroyed by 10+ people...[February 25, 2002: Message edited by: Grimn]

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Mon, 25 Feb 2002 17:04:00 GMT
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Blow it up Just kidding, organize a small fleet of humvees that wont mind dyong, while one of yas runs in and C4s the placekeep the humvees close to the base of the Obelisk so it cant hit you, anf guard it from engines

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Mon, 25 Feb 2002 17:22:00 GMT
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you can usually survive a hit by the oblisk, sometimes with armor left depending on the character you bought for the armor. on some servers i noticed that i get killed in one hit but it doesn't happen that often to me. if your in a vehicle you will survive as long as the players on that team don't slow you down. just remember that the oblisk has to charge inbetween each shot (just like in the original c&c for those that played it.)

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Mon, 25 Feb 2002 17:28:00 GMT
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you can also just run like a maniac and hope it'll miss

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Mon, 25 Feb 2002 17:35:00 GMT
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Theres one difference between the chinnok and the APC. The APC has fully been tested and is currently in use, however the chinook isnt even operational yet.

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Mon, 25 Feb 2002 17:53:00 GMT
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The Chinook probably has much less armor also, since it's an aircraft.

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Mon, 25 Feb 2002 18:02:00 GMT
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Perhaps the chinook is weaker, and more expensive.

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Mon, 25 Feb 2002 20:00:00 GMT
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huh? what?air vehicles?what are you all talking about... am i behind? I thought that air vehicles were being left out as they were segmenting the map/flew too high for the map etcwould someone enlighten me to what is going on?

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Mon, 25 Feb 2002 20:09:00 GMT
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I cant wait to fly an orca craft it'll be so much fun(and the oblisk probably wont be able to shoot aircraft)

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Mon, 25 Feb 2002 20:18:00 GMT
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Imagine a combined APC/Chinook Rush. Two APC's Two Chinooks...then again having 3/4's of the team in those vehicles probably isn't the best idea...Still.The possibilities that *just* the Chinook adds are awesome. Plus the fact you can go on top of buildings on the two aircraft maps. A host of new tricks... Take the Chinook do a quick flyby of an enemy building dropping the airborne engie corps while the the support hits at the same time as the entire base is focusing on the enemy holed up in their building...*ahem*I'll stop ranting. Any other (hypothetical) tricks someone wants to try?

Subject: Forget the APC rush... (about flying vehicles)

Posted by [Anonymous](#) on Mon, 25 Feb 2002 20:19:00 GMT

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**** the chinook! ill swoop down in my orca squash a poor noddy and swoop back up

Subject: Forget the APC rush... (about flying vehicles)

Posted by [Anonymous](#) on Mon, 25 Feb 2002 20:25:00 GMT

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ok, i saw the video... teh sweetbtw... can we say nukes/ion on rooftops? eh? eh?oh, and we've all seen the physics for the land vehicles when they crash into one another... just imagine air to air crashes

Subject: Forget the APC rush... (about flying vehicles)

Posted by [Anonymous](#) on Tue, 26 Feb 2002 01:55:00 GMT

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hey ya all said that i'll be easy 2 enter with chinooks? well i think if their adding air, you can be sure they'll be adding Anti air

Subject: Forget the APC rush... (about flying vehicles)

Posted by [Anonymous](#) on Tue, 26 Feb 2002 03:44:00 GMT

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ok AGT can shoot in the air OB is going to maybe shoot in the air am not sure i got to test it when i get it from WW)

Subject: Forget the APC rush... (about flying vehicles)

Posted by [Anonymous](#) on Tue, 26 Feb 2002 04:31:00 GMT

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In original c&c, obelisks can't shoot air targets. Nod must rely on SAMs. AGTs, however, could traditionally only fire MLRS rockets which *are* capable of blowing up air units. The thing is, these new maps are probably being designed with anti air in mind. There's also the fact that they need maps which contain helipads in them. You can't produce choppers in a vehicle factory

Subject: Forget the APC rush... (about flying vehicles)

Posted by [Anonymous](#) on Tue, 26 Feb 2002 04:53:00 GMT

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I can past it without getting hit or blowing up the laser.. first you enter the nod tunnel , take

someone with you to secure the tunnel or maybe if youre lucky there is no nod player in it, walk down and you see the power plant in front of you, walk/run to the rock fast and hide behind it, wait 2/3 secs and use A And D (you move left and right) and some jumping and you should be able to dodge the beams(maybe it needs some practise), you can get to the Power Plant, Hand Of nod or the refinery, if the laser hits you , you lose some armor i dont know how much but i think 100+-, or you can use a apc , and drive into the laser and get out the vecile run into the obelix place some C4 , Timed C4(on the master control) and its destroyed, and some proximity mines at the entrance of the laser , so ppl cant get in and disarm your timed c4 <---(hotwire)[February 26, 2002: Message edited by: Revangerr]

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Tue, 26 Feb 2002 05:03:00 GMT
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quote:Originally posted by Gaius Julius Caesar:"Behold, I tell you a mystery!"Enter the NOD side tunnel, take the first exit to the right. Have at least 150-200 armour and your ion cannon beacon ready.Now run at the backside of the monolith up to the entrance of the hand of NOD. Never stop or care for anything. Approach to the pedestal, deploy the beacon, change to your gun and retreat to the back of the building, shooting any incoming enemies.The ion ray will not even kill you at this position, as you wait for the win screen.That's the way to get behind the obelisk!i dont agree with it To win it like you sayed placing the beacon the pedestal, the server must have the option "ON" thought you could see the options by press the button L in the game, and dont forget using D And A to move left and right you have more chance to survive the laser beams

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Tue, 26 Feb 2002 05:49:00 GMT
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That's why the defence arsenal of the GDI rocks. Just build an advanced guard tower and blow tanks and aircrafts to pieces.As you well know, the Renegade engine supports aircrafts but most graphic cards do not. So my big hope that the air units will be provided shortly, so that the complete arsenal and make the game complete.greetz

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Tue, 26 Feb 2002 05:59:00 GMT
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HEI CAN I REALLY FLY A ARICRAFT I DID THINBK THAT IT DIDI NOT WORK it didi say that it is not eny way to use aircraft but if it are i will be so happye i did really think that the aircraft did not be any way it gone be but I hope you guys have righ

Subject: Forget the APC rush... (about flying vehicles)

Posted by [Anonymous](#) on Tue, 26 Feb 2002 06:22:00 GMT

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ok the air guys are just like buggys k they have the heath as a buggy they move like a buggy and they go as fast as the buggy

Subject: Forget the APC rush... (about flying vehicles)

Posted by [Anonymous](#) on Tue, 26 Feb 2002 08:04:00 GMT

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ok, we're all excited about the helicopters, but i do have a questions, how do we control altitude?

Subject: Forget the APC rush... (about flying vehicles)

Posted by [Anonymous](#) on Tue, 26 Feb 2002 08:54:00 GMT

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check out the post on the general forum - jump and duck for up and down - grrr - getting goose flesh here.I8r,GUNNA!!!

Subject: Forget the APC rush... (about flying vehicles)

Posted by [Anonymous](#) on Tue, 26 Feb 2002 12:56:00 GMT

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"Behold, I tell you a mystery!"Enter the NOD side tunnel, take the first exit to the right. Have at least 150-200 armour and your ion cannon beacon ready.Now run at the backside of the monolith up to the entrance of the hand of NOD. Never stop or care for anything. Approach to the pedestal, deploy the beacon, change to your gun and retreat to the back of the building, shooting any incoming enemies.The ion ray will not even kill you at this position, as you wait for the win screen.That's the way to get behind the obelisk!

Subject: Forget the APC rush... (about flying vehicles)

Posted by [Anonymous](#) on Wed, 27 Feb 2002 01:51:00 GMT

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Usually I just run like mad jumping and strafing around to avoid the laser beam. First I run from the tunnel to the small rock there, the obilisk will start charging as soon as it sees you. Hide behind the rock for little over a second (let the obilisk finish it's charging sequence while you behind the rock, otherwise it will still shoot at you). Then the obilisk just tried to fire but couldnt, now you have a short while since the obilisk has to start over recharging, now just run like mad jumping and strafing around, if you move enough you'll most likely still get hit, but only take about 50 dmg. As soon as u can get behind the powerplant (or wherever you going) so the obilisk cant see you. Then you just start placing all those c4's and ion cannon if you have one to blow **** up.

It's tricky, it doesn't work every time (certainly not when lagging). The obelisk insta kills any infantry on a direct hit so all you can do is jump around, run like a little girl, and pray.

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Wed, 27 Feb 2002 04:12:00 GMT
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"on some servers i noticed that i get killed in one hit but it doesn't happen that often to me."Yeah, noticed that myself (but last night on a kick arse sever I was not able to do this, no lag either /shrug). I can almost always make the Powerplant run with Hotwire only losing the outer armor (100), pending its noobies playing and the rock area isn't mined. (If that's the case then I just go repair vehicles and or blow harvesters until I'm dead...then if there are mines, I might just take a regular soldier and make a suicide run, usually by that time there is a lot of action and peeps don't realize you have blown their mines.)Anyways, back on topic...oh wait, that was the topic, the obelisk doesn't run W/O power hehe.Hotwire says, "BOOOM BABY!"

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Wed, 27 Feb 2002 05:00:00 GMT
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why run directly at the power plant and be left with 50 health by the time you get there?... it's easier to just run for the wall of the hand... then wait for the obelisk to finish charging you you have a free run at the refinery or the powerplant, both with a risk of health being shot away, or just turn around and go into the back entrance of the hand o' nod... then your set... you can just blow the hand(like I've done so many times) or blow the powerplant(which I have done so many times)... then leave the hand o' nod and run for the airstrip... then if you're a poor engy/hw with no place to go... wait for the next flame tank arrives and flame RUSH!!! use their own tactic against them... even easier to destroy the airstrip since you're already there... in a successful run you can leave them with only basic infantry... hahahaha... heheh...

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Wed, 27 Feb 2002 14:47:00 GMT
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It is not that difficult if you have teammates that are willing to sacrifice themselves. Sneak into the tunnels as Hotwire. Sneak behind the rock and crouch. Wait. Have teammate drive vehicle through the main entrance to the base, obelisk will fire, now RUN into the powerplant. Place 2x Timed and 2x Remote C4 on the MCT. Wait for the Timed to blow then blow the Remote. If someone should enter the powerplant and spot you blow the remote, hopefully the timed will not be far behind. Should kill the power and thus kill the obelisk. 1 sacrifice = easy team victory at that point. At that point you should have a ton of cash, buy whatever you like. My preference is buying 4 MRLS for my team and 1 for me. Cheap and extremely efficient at base destruction. Go for the airport next then it is all gravy at that point.

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Thu, 28 Feb 2002 04:13:00 GMT
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quote: ok the air guys are just like buggys k they have the heath as a buggy they move like a buggy and they go as fast as the buggy where did you get that information Kane123?Like stated before, I believe that the chinook will have much less health compared to the APC, and no weaponry. Plus it will carry 5 people compared to the APCs 6 people.The only downside in my opinion is that they just bounce of buildings etc when crashing.

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Thu, 28 Feb 2002 04:23:00 GMT
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I'de rather it be able to blow up and cause splash damage when crashing,imagine doing Kamikaze on Nod buildings? Just get a few orca's or something and fly into enemy structures, then... BOOOOMMM YOU'RE ALL DEAD!!! HAHAHA. er... wait nevermind.I wouldnt like getting run over by some Jap on a kamikaze mission because i killed him once. Dear god help us all. (btw.. my comment was not meant to be racial and i am not a racist)

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Thu, 28 Feb 2002 15:11:00 GMT
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the apc actually has a gun also. I'm gonna use the planes to get to awesome sniper locations.

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Thu, 28 Feb 2002 16:04:00 GMT
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Oh and I supose that massive chopper above you isn't going to arrosee suspicion.

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Thu, 28 Feb 2002 18:43:00 GMT
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I think if the singleplayer chinooks are a good example, we are in trouble. Those are so fragile a simple chaingun would kill them. I think a tankshot, which equals 2 man pack rockets, which equals 100 (good number) regular bullets should be its health.Also, as it is my computer doesnt like to see anything but the texture outside the vehicles. All jokes aside, its pretty fun to have a tankwar with only decals, burnmarks, and blinking lights to indicate where you are. Im not joking when i say the stealth tanks were easily seen.tactics wise, i dont think that too many people will

opt for a chinook rush. i think, with all things considered, that it should be a lategame extacy, like having a gunner in a chinook taking a harvester down. even better, everyone standing on the ramp, shooting into the fray. Those are the ones that we all love.

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Fri, 01 Mar 2002 00:50:00 GMT
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okay kamikaze tactics...put some nice proxy mines and timed c4 and whatever just it can blow something and then fly right into something = HEHEHE proxy boooooooooooooon and you can probobly then ram a obelisk and crash! the proxy'z will detonate before chopper and god knows what will happen! or just drive in a group of infantry, or why not another chopper!!!!!!

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Fri, 01 Mar 2002 16:52:00 GMT
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quote:Like stated before, I believe that the chinook will have much less health compared to the APC, and no weaponry. Plus it will carry 5 people compared to the APCs 6 people. According to the offical comment I read, the Chinook will carry 1 pilot and 5 passengers, just like the APC. That's 6 people total.

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Fri, 01 Mar 2002 19:12:00 GMT
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Maybe a system could be arranged so that Orcas are re-armed above the war factory. For nod, they might need even more buildings, or they have a single pad for a single orca on top of their main airstrip building. OR, they could just add helipads and get it over with...

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Fri, 01 Mar 2002 21:25:00 GMT
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Nope. The Apaches and Orcas will be produced in the War Factory/Air Strip. And they'll have unlimited ammo.

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Fri, 01 Mar 2002 23:17:00 GMT
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all they really need to do is add a pad to the top of the war factory and add a pad to the bottom of the airstrip...

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Sat, 02 Mar 2002 04:00:00 GMT
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Try this, get a tank...any will do, i've used a mammoth.Go right the way round to the obelisk, wait till it charges, then back up a bit.turn the tank to the left to face the base, then move the turret to the right. the obelisk should not be inview. if not, turn right again, move forward slightly, rinse and repeat as necessary... try this link to view how i do it.View the image i made.

Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Sat, 02 Mar 2002 12:15:00 GMT
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what about the mini guns in the chinooks?
