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Subject: Looking for Orca/Apache Advice  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 14:21:00 GMT  
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Whenever I take out an Orca/Apache, I get shredded by infantry before I can do squat. Whenever I am shooting at an Orca/Apache, they always seem to evade and kill me. I know that I need to set up a one-man LAN and practice, but what are some tips/hints from experienced pilots?

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Subject: Looking for Orca/Apache Advice  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 14:32:00 GMT  
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I wouldn't call myself experienced though I will post. I have loved flying since the beta. One thing I would highly recommend is locking the camera to the turret via options. For dogfights get as much height as you can while firing machine guns. Once you reach the max height fly backwards, this will target your machine gun upwards and allow you to hit them if they also go so high. On most flying maps you will find you are sniper bait. Try avoid open fields. A lot of points can be stacked up for example on field by hitting the harvester with minimum risk. Try to always attack vehicles as really only apc's pose a threat. I would really say you learn through trial and error. Hope you manage to improve! [ February 05, 2003, 14:33: Message edited by: Mobius ]

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Subject: Looking for Orca/Apache Advice  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 15:12:00 GMT  
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I personally find that orcas/apachies are better for base defense then offense. [ February 05, 2003, 15:17: Message edited by: generalfox ]

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Subject: Looking for Orca/Apache Advice  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 15:15:00 GMT  
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quote:Originally posted by Mobius:For dogfights get as much height as you can while firing machine guns. Once you reach the max height fly backwards, this will target your machine gun upwards and allow you to hit them if they also go so high. On most flying maps you will find you are sniper bait. Try avoid open fields. A lot of points can be stacked up for example on field by hitting the harvester with minimum risk. Try to always attack vehicles as really only apc's pose a threat. 1. I agree on the flying backwards, that's what I do. 2. MRLS is pretty good against Aircraft if it can keep it's distance, the homing missiles do relatively decent damage.

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Subject: Looking for Orca/Apache Advice  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 15:52:00 GMT

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I totally agree with the defence part also. If the barracks/HON is taken out then I would go offence. I wouldn't normally go long range with them, unless doing hit and run on city to the barracks/airstrip.

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Subject: Looking for Orca/Apache Advice  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 16:00:00 GMT  
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quote:Originally posted by Mobius:I totally agree with the defence part also. If the barracks/HON is taken out then I would go offence. I wouldn't normally go long range with them, unless doing hit and run on city to the barracks/airstrip.I found that when the obelsik is gone, go ontop of the building by the hand and hitting the top of the hand is a good way to get points and such. This is kindive rare though, since the Hand is usually gone before the Obelisk. Unless they relise that in most games on City/City\_Flying that the obelisk is usually NEVER mined, making it a really easy target to kill right off the bat. [ February 05, 2003, 16:04: Message edited by: generalfox ]

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Subject: Looking for Orca/Apache Advice  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 17:28:00 GMT  
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The flying craft are really good at defence. I find when I rush a base that is defending by flying craft, it almost never works. I am not to afraid for attacking craft though. Mobious is right.

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Subject: Looking for Orca/Apache Advice  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 18:07:00 GMT  
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as mobius stated, if u see the enemy is using a good bit of snipers, dont even bother buying one

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Subject: Looking for Orca/Apache Advice  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 18:21:00 GMT  
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In my opinion, Dont buy flying units until the Hand/Barr is destroyed(enemy team). A flying unit gives away to many points and is extremely easy to destroy with any advanced character

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Subject: Looking for Orca/Apache Advice  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 23:37:00 GMT

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i see a lot of people using the aircraft missiles against tanks. from what i've experienced the machine guns do much better damage against tanks, just stay directly above vehicles and most often you won't get hit then, the tank will retreat or get destroyed. also, as mentioned above, aircraft are better defensive weapons than offensive and, if there are snipers out then stay inside your base or don't get aircraft at all.

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Subject: Looking for Orca/Apache Advice

Posted by [Anonymous](#) on Thu, 06 Feb 2003 06:17:00 GMT

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quote:Originally posted by GreySectoid:i see a lot of people using the aircraft missiles against tanks. from what i've experienced the machine guns do much better damage against tanks, just stay directly above vehicles and most often you won't get hit then, the tank will retreat or get destroyed. also, as mentioned above, aircraft are better defensive weapons than offensive and, if there are snipers out then stay inside your base or don't get aircraft at all.I believe the missiles do slightly better damage, but the thing is your need to keep hitting them for it to do that extra damage which is a pain in the arse. Shooting them with the bullets is alot easier

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Subject: Looking for Orca/Apache Advice

Posted by [Anonymous](#) on Thu, 06 Feb 2003 21:43:00 GMT

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I love using helis for defense and infantry hunting on City.I remember a game full of n00bery long ago, wherein I had a stolen Apache on City that killed 10 artys, 4 light tanks, 3 snipers, and countless engineers. That was one of the worst groups of people I have ever played against. They finally killed my apache when their whole team of 10 people moved along the bridge: 2 snipers, 2 arties, 2 light tanks, and 4 engineers for support. The 4 engineers died, as well as one of the artys and the two snipers before I finally tested my luck a bit much vs. the light tanks.

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Subject: Looking for Orca/Apache Advice

Posted by [Anonymous](#) on Fri, 07 Feb 2003 06:17:00 GMT

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I saw someone doing this and found it works really well:When pounding a building or turret or something where snipers or other infantry will come and destroy you and good thing to do is move up and down rapidly. I was amazed at how hard it was even for snipers to hit me when I started to do this.Also as stated above get the higher ground cause it is funny when someone lower than you thinks they are hitting you but are actually doing squat lol.

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Subject: Looking for Orca/Apache Advice

Posted by [Anonymous](#) on Sat, 15 Feb 2003 07:14:00 GMT

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if im in a chopper and im gettign attacked i normaly stay low so if my chopper gets blown i dont fall to my death.

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Subject: Looking for Orca/Apache Advice

Posted by [Anonymous](#) on Sat, 15 Feb 2003 16:49:00 GMT

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When under infantry attack (and the infantry is owning ya) try to duck behind something, then come back out, shoot, duck back, shoot, duck back, until you finally get them, then repair. If a sniper's attacking you, get out of his range of vision, get near him, then start firing rockets at him. He'll \*\*\*\* his pants.

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Subject: Looking for Orca/Apache Advice

Posted by [Anonymous](#) on Mon, 17 Feb 2003 04:48:00 GMT

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Change the fly down key to shift, It makes you more manouverable in the air.

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