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Subject: Chopper/ocra trick

Posted by [timoos](#) on Wed, 11 Feb 2004 11:10:31 GMT

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Hey fellas... i have something i never see any1 else do...

1. Buy orca/chopper and mine it with 12 mines on the nose.

After +/- 30 secs. of flying the mines disappear but are still there...

Now fly into an enemy aircraft and he will be destroyed AND the soldier(s) will be killed... This doesn't work on ground vehicles somehow...

2. When you are gdi on city\_fly buy a chopper and fly to HON, make sure you have speed and are low. Now fly behind hon low to obi and get behind it... now you can shoot obi without getting shot... i've done this many times... You can also get in Strip/Hon (front entrance) and obi.

3. little bug on same lvl = get on HON top and obi shoots you but can't kill you like on hourglass on hill bug... check out the right spot for this...

GL/HF

I run my own server on europe [NL-DEMON-NL] Nights and Sundays whole day long... [NLSF CLAN]

2/3 of those things i wrote, i've found myself. point 3 i saw some1 else do...

Cu

timoos.

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Subject: Chopper/ocra trick

Posted by [SuperFlyingEngi](#) on Wed, 11 Feb 2004 20:42:41 GMT

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Huh, so proximity mines can kill flying vehicles? Cool, I never thought to try that. If mines aren't a necessity for the base, that's something every transport chopper should have going in to a hot zone, cuz an enemy helicopter might try to ram you away from base while shooting...

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Subject: Chopper/ocra trick

Posted by [U927](#) on Wed, 11 Feb 2004 22:16:22 GMT

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Very interesting concept. However, there has to be a better way, since you are using nearly half the mine limit just to destroy an aircraft if you encounter one.

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Subject: Chopper/ocra trick

Posted by [SuperFlyingEngi](#) on Wed, 11 Feb 2004 22:19:39 GMT

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timoos, could you experiment with remote c4 and see how many you need for that? You could have someone standing in the field or some other place out of the way, and when the time is right they blow the remotes. Although, the best way to do this is to be in the same room as the other person so you can just watch their screen. Me and one of my friends who lives near me do this a lot at the beginning of maps when we are playing together, except with infantry.

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Subject: Chopper/ocra trick

Posted by [gibberish](#) on Wed, 11 Feb 2004 23:22:33 GMT

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If I remember correctly remote C4 counts towards the 30 mine limit as well.

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Subject: lol

Posted by [timoos](#) on Thu, 12 Feb 2004 08:11:36 GMT

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Remote's will kill my chopper as well ...

If i use mines on my chopper im usually NOD and defending.. so we only need mines @ home back/Obi/Ref (3x6=18) keeps 12 mines free for my chopper.

In normal games some1 is trying a chopper/carrier to get in base or attack harvy, so my tactics in this case work 80% of the time...

If i defend i never lose a building... i just depend on team to take out enemy buildings...

Should enemy rush i warn everybody way before they are @ my base (i guard the middle of the road)

Yesterday we played Hourglass and we got stuck ... we couldnt win/lose

Other team was defending with tanks (3 to 4) and nod rushes couldnt get through... very annoying (hillcamping not allowed!).

What do we do in this case ?? Any tips/hints??

Same situation on Under, enemy rushes constant with stanks and we rushed and took REF, very funny (was not mined). Eventually we won but the moment we took obi they gave up

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Subject: Chopper/ocra trick

Posted by [kriegerv](#) on Thu, 12 Feb 2004 14:54:19 GMT

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How big is your server 10 players ? Or more.

Anyway the first one is very handy, never tried that one out yet.

The rest I know.

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Subject: Chopper/ocra trick  
Posted by [timoos](#) on Thu, 12 Feb 2004 15:58:47 GMT  
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I can run server for 16 people without too much lagg...  
I run 14 to be sure ...  
ive tried 24... terrible (the game uses TCP instead of UDP (Quake/HL/UT etc.) this makes half the player possible...  
I can run 24 people on delta force Land Warrior without any lag...  
I wrote EA 2 times about this but they never replied.

Gr,  
Timoos.

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Subject: Chopper/ocra trick  
Posted by [Homey](#) on Sun, 15 Feb 2004 00:41:13 GMT  
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Renegade=bandwidth whore

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Subject: Chopper/ocra trick  
Posted by [timoos](#) on Mon, 16 Feb 2004 09:58:45 GMT  
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Thnx for the info  
really usefull after what i wrote above ....

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Subject: Chopper/ocra trick  
Posted by [hareman](#) on Sat, 21 Feb 2004 17:25:55 GMT  
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Don't mine your PP doors and see what happens if I am on your server

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Subject: Chopper/ocra trick  
Posted by [MyTrust](#) on Thu, 18 Mar 2004 08:55:23 GMT  
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SuperFlyingEngiHuh, so proximity mines can kill flying vehicles? Cool, I never thought to try that. If mines aren't a necessity for the base, that's something every transport chopper should have going in to a hot zone, cuz an enemy helicopter might try to ram you away from base while shooting...

Mines can kill anything a sniper damages

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Subject: Chopper/ocra trick

Posted by [EnGiMaN56](#) on Fri, 09 Apr 2004 10:23:50 GMT

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Funny try ramming an orca with those mines and he will just fly real high, when u fl towards your nose is pointing down, and their natural reaction is to fly back with the orca, and flying back also lets them shoot your apache or chinhook, and betime you reach the fucker , you = dead, gg.

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Subject: Re: Chopper/ocra trick

Posted by [givejoy7](#) on Sun, 11 Apr 2004 06:01:05 GMT

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timoos

2. When you are gdi on city\_fly buy a chopper and fly to HON, make sure you have speed and are low. Now fly behind hon low to obi and get behind it... now you can shoot obi without getting shot... i've done this many times... You can also get in Strip/Hon (front entrance) and obi.

or you could get into the obby in a hummer without getting hit by obby or turrets, and have a nice vehicle to guard the obby door with as your hottie friend kills it...but that would be too cheap and easy right?

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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 because 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

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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

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Subject: Chopper/ocra trick  
Posted by [The\\_Chaotic\\_One](#) on Wed, 19 May 2004 20:32:55 GMT  
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I have used this strategy a lot. This, the BuggyBomb, and the AKS (Advanced Kamikazee Suit: Put some remotes or proxys on 1 of your guys and tell them to run into an enemy ) are some things I do when I feel like being a suicide bomber

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Subject: Chopper/ocra trick  
Posted by [IRON FART](#) on Mon, 07 Jun 2004 18:18:33 GMT  
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The problem with the first tactic is that Orcas and Apaches fly at the same speed. So as long as you cash them, they can get away.

That will only work well against transports ir attack craft if you have good control of it.

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Subject: Chopper/ocra trick  
Posted by [Jzinsky](#) on Wed, 09 Jun 2004 12:03:52 GMT  
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Sounds like too much messing about...

On the other hand, Walls is a very good map for sneaking into...

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Subject: Chopper/ocra trick  
Posted by [Joe](#) on Wed, 04 Aug 2004 00:58:46 GMT  
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you aow point whore n00bies think of everything :rolleyes:

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Subject: Chopper/ocra trick  
Posted by [c0nFuZ0r](#) on Wed, 04 Aug 2004 01:18:08 GMT  
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Subject: Chopper/ocra trick

Posted by [AlostSOul](#) on Thu, 12 Aug 2004 19:57:44 GMT

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I have done this before noticing this topic, but a little differently. If it is an infantry server, I have a team mate buy a hotwire, I buy a patch. I have my team mate put proxys on my body (ten to twelve) and run down a tunnel. I find an opposer and make a run for him. I get within 20 feet and the proxys detonate. I don't find this useful when the opponent has a ramjet rifle or is a stealth black hand. This also works on the Nod side.

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