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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.

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