Orca is the best machine. More agile and maneuverable. Can pitch it's nose farther up and farther down giving you great leverage in dogfights while you fire your chainguns. Down factor is the noise as you can precisely tell where an Orca is and what direction it's going depending on the sound. The chaingun rounds travel farther and also have yellow tracer resulting in longer range of fire and better firing visibility respectively.

Apache lacks these but is a more solid machine and gives you more precision control. It is better able to sneak up on any enemy unit due to it's dark color scheme and quiet rotors. It's chaingun range is limited but I heard somewhere it's missiles travel slightly farther than that of the Orca missiles (not sure).

Apache is most dominant in City_Flying as the dark color scheme and quiet rotors give you the stealthy edge. You can easily sneak up on Havocs and other infantry and pounce quickly and quietly on enemy vehicles. The Apache is my machine of choice on City_Flying.

On Walls_Flying, the entire scenario changes as the Apache color scheme works against it and it is the Orca that blends in more. Also, the noise factor takes a backseat as both bases are right against each other. But it is the Orca's awesome superior agility and manueverability that counts on this map as this map is great for rushes of any kind. You can use the strafe moves very effectively with Orca as you attack buildings and the excellent agility gives you a distinct advantage when dealing with defending infantry. Orca is the best machine on this map and hence my machine of choice on Walls_Flying.

I will take this opportunity to boast. Pwnage pics of me on City_Flying:

And getting accused of cheating by a mod lolololololololololol

And the ending lol but I shotgunned a Hotwire to the face and stole the Orca! pawky FTW!

Reneflying FTW...