
Subject: Helicopters as taxis

Posted by [Anonymous](#) on Wed, 25 Sep 2002 11:30:00 GMT

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It actually really gets on my nerves when I play on Walls_Flying, and a transport chopper screams, "Get in the Vehicle" It fills with 4 engineers, and the IDIOT CHOPPER PILOT flies us to the top of the cliffs! What do a chopper-load of engineers care about the cliffs? Go into the DAM BASE! Is it really that tough for a sniper to run to the sniping spots? Do you have to eat up a vehicle slot and a whole team member to serve as a taxi for what might be the least productive members of your team? TAXIS ARE A WASTE OF A MAN AND A VEHICLE SLOT! Choppers should be running engines past defenses to buildings impossible to reach by foot. Any other use of a chinook is a waste of time. M2C [September 25, 2002, 11:31: Message edited by: The Real Gizbotvas]
