
Subject: AirCraft just an added twist!

Posted by [Anonymous](#) on Mon, 22 Apr 2002 12:10:00 GMT

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quote:Originally posted by eae:I wouldn't recommend that. What happens is some n00b buys a chinook. You get in. The n00b flies straight at the obelisk/AGT. You wasted up to 1000 credits (with Havoc/Sakura). In other words, know your pilot and make sure he knows you want to get off at some good position. Yes, if I'm in a Chinook with a pilot that goes up for EXTENDED periods of time above the drop-death zone, I ask for him to let me off before he costs me 1-2000 credits by broked1cking it into a base at cruising altitude. Some of you "pilots" should read up on covert insertion. Here's some nice reading material: MH-53J Pave Low III - Low Level Insertion Special Forces Helicopter EDIT: I still think the Chinook needs a passenger-mounted minigun or even just a machine gun. They usually do in real life for insertions/extractions. Plus, take a look at this and tell me if it wouldn't be a nice addition: [LINK](#) [April 22, 2002: Message edited by: destruyax]
