
Subject: Re: Make the transport Helicopters more efficient?

Posted by [havoc9826](#) on Sat, 02 Aug 2008 17:54:26 GMT

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CarrierII wrote on Sat, 02 August 2008 08:57havoc9826 wrote on Fri, 01 August 2008 04:57CarrierII wrote on Thu, 31 July 2008 10:39How can something that has less endurance than a stank and has the purpose of an APC work or be useful?

havoc9826 wrote on Sat, 26 July 2008 22:38All you need is parachutes.

Here, have another one for good measure.

I'm going to call out City_Flying video there. You had at least five of the damn things... that's different, half of them still DIED before you got to the PP, which clearly shows they fail at their presumed purpose - to be a flying APC.

You're right... although Chinooks often fare much better on Walls_Flying, that's only because there's no Obelisk, which takes off 300 of its 400 in one shot (plus that stank hit us for another 90 and triggered the <= 20 hp auto eject). Base defenses really do limit or nullify any usefulness of the transport helicopters, unless one manages to sneak by while some other vehicles are taking fire as decoys. It was extremely fun to do that rush just for the heck of it, though. Also, there were 6 piñatas in that rush
