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Subject: Commanche and transport helicopters

Posted by [SuperFlyingEngi](#) on Wed, 12 May 2004 00:34:46 GMT

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Yes, transport chopper should get 1-2 passenger-side miniguns and be able to survive a high-altitude flight through a field. It's weak point should be descending or ascending where it loses so much forward movement, not getting canned by snipers as soon as it appears. Also, it would be cool if miniguns did very low damage per shot but fired 500-1000 bullets a minute to simulate that greased lightning thing miniguns do. Or can barrels not spin around?

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