
Subject: Commanche and transport helicopters
Posted by [flyingfox](#) on Mon, 10 May 2004 18:21:56 GMT
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Will the commanche be getting added back in to new maps as an alternate apache or something?

Also, I'd like to see transport helicopters get a new armour type that can withstand a lot more sniper hits. It's a pretty useless unit considering how easily it can be shot down, it's APC-fast speed, slow maneuverability, lack of any defence, costing \$700 and being neither a better unit than an APC or a unit that negates its weaknesses with it's ability to fly into the enemy base.

Subject: Commanche and transport helicopters
Posted by [Renx](#) on Mon, 10 May 2004 20:27:06 GMT
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I'd like to see the chaingun added to the transport helicopter, but have it only work for the passengers.

It would be cool to use the commanche in game too.

Subject: Commanche and transport helicopters
Posted by [Naamloos](#) on Tue, 11 May 2004 14:07:47 GMT
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Extra extra`s

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?

Subject: Commanche and transport helicopters
Posted by [jonwil](#) on Wed, 12 May 2004 01:32:57 GMT
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Given what can be done with the engine as it stands now, what I think should be done:
1. make the transport helicopter have better armour (or better yet, make the snipers do less

damage)
and 2.give it a machine gun (mabie the hummvee gun).

Remember, only one person inside a vechicle can fire.
If there is one person inside, they are both driver and gunner.
If there are multiples, the second person to get in is the gunner and the others are passengers.

Subject: Commanche and transport helicopters
Posted by [KIRBY098](#) on Wed, 12 May 2004 12:57:00 GMT
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jonwilGiven what can be done with the engine as it stands now, what I think should be done:
1.make the transport helicopter have better armour (or better yet, make the snipers do less damage)
and 2.give it a machine gun (mabie the hummvee gun).

Remember, only one person inside a vechicle can fire.
If there is one person inside, they are both driver and gunner.
If there are multiples, the second person to get in is the gunner and the others are passengers.

Agreed. These pigs need some protection, and this sounds like the perfect solution.

Subject: Commanche and transport helicopters
Posted by [Sir Kane](#) on Wed, 12 May 2004 13:28:00 GMT
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Best solution is making sniper class weapons do no or only a bit damage to vehicles.

Subject: Commanche and transport helicopters
Posted by [punkun21](#) on Wed, 12 May 2004 17:59:46 GMT
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If you negate the snipers, then what defense would you have against the flying vechs? With a good driver (pilot) it's already hard enough to defend against the apaches/orcas. Giving the trans heli more armor and an offensive weapon sounds good to me.

Subject: Commanche and transport helicopters
Posted by [Falconxl](#) on Wed, 12 May 2004 19:57:55 GMT
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How bout rockets and missiles that track their target like ACK ahas stated so many times. An anti infantry rifle should't kill an arcraft in 5 or 10 shots respectively. It negates the use of the anti

vehicle classes. Raveshaw and the PIC kill Orcas in 4 shots but it takes longer due to the reload times so people just use the n00bjets.

Subject: Commanche and transport helicopters
Posted by [Cpo64](#) on Wed, 12 May 2004 23:34:01 GMT
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I still think they should remain non combat vehicles, but maybe make it so they can take a beating

Subject: Commanche and transport helicopters
Posted by [jonwil](#) on Thu, 13 May 2004 03:20:57 GMT
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Snipers should do no damage to vehicles.

For attacking air units, one should use rockets that can track their targets.

Subject: Commanche and transport helicopters
Posted by [Deathgod](#) on Thu, 13 May 2004 07:08:53 GMT
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jonwilSnipers should do no damage to vehicles.

For attacking air units, one should use rockets that can track their targets.

Why not? If you fire a high-caliber weapon at a buggy, it's going to get owned. There is no arguing this point. Same for the Humvee to a lesser extent. If the shotgun/autorifle will pwn light vehicles, I'm pretty sure the sniper rifles should also damage them considering that they are far more powerful.

Rockets can be evaded fairly easily, so they're not horribly effective vs. air units, not to mention that a plane can take quite a few before it goes down, leaving the pilot ample time to shred the rockets' shooter.

Subject: Commanche and transport helicopters
Posted by [jonwil](#) on Thu, 13 May 2004 07:37:04 GMT
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The idea is that rockets would be homing or tracking or something and would therefore be more accurate and harder to dodge.

I would suggest that the regular sniper does no damage to vehicles at all and that the ramjet (the

more powerfull one) does a small amount of damage, or mabie nothing at all either.

Then, for attacking vehicles you need to use rockets (such as the MRLS, Recon Bike, Rocket Soldier Officer, Dead 6 guy with rocket launcher etc, rocket launcher picked up from a spawner etc)

Subject: Commanche and transport helicopters
Posted by [Aircraftkiller](#) on Thu, 13 May 2004 17:19:00 GMT
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Or the other AT weapons in the game besides rockets, with the exception of no more n00b cannon damage.

Subject: Commanche and transport helicopters
Posted by [flyingfox](#) on Thu, 13 May 2004 19:04:09 GMT
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As long as the actual armour or health on the apache/orca isn't changed and automatic rifles do the same damage, I'm cool with it. In city flying exp, auto rifles did less and this is what made apaches own the skies when you had lost your HON/bar.

But yea, transport helicopters... I think everyone is in agreement that they need to be changed somewhat.

Subject: Commanche and transport helicopters
Posted by [Aircraftkiller](#) on Thu, 13 May 2004 19:49:34 GMT
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They don't need armament. They were unarmed in C&C because they were a quick means of transporting soldiers over terrain like mountains, lakes, rivers, and oceans.

All they need is a speed increase with an armor type that's less susceptible to being destroyed easily, like CnCVehicleMedium.

Subject: Commanche and transport helicopters
Posted by [flyingfox](#) on Thu, 13 May 2004 19:54:43 GMT
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That's actually what I meant
