Subject: Helicopters as taxis

Posted by Anonymous on Tue, 24 Sep 2002 19:24:00 GMT

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In city flying when the defense goes down on the oposing team use transport helicopters as taxis to move the infintry to battle fast. When you are in a chopper exit as soon as it lands so the pilot can bug at and make another run.

Subject: Helicopters as taxis

Posted by Anonymous on Tue, 24 Sep 2002 20:08:00 GMT

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no...

Subject: Helicopters as taxis

Posted by Anonymous on Tue, 24 Sep 2002 20:14:00 GMT

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quote:Originally posted by C4miner:no...

Subject: Helicopters as taxis

Posted by Anonymous on Tue, 24 Sep 2002 21:02:00 GMT

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2002, 21:03: Message edited by: whitedragon]

Subject: Helicopters as taxis

Posted by Anonymous on Tue, 24 Sep 2002 21:11:00 GMT

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care to explain?

Subject: Helicopters as taxis

Posted by Anonymous on Tue, 24 Sep 2002 23:49:00 GMT

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Really? I thought the Chinook was just for fun, like a hot air baloon.

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 flys 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 engies 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]

Subject: Helicopters as taxis

Posted by Anonymous on Thu, 26 Sep 2002 00:16:00 GMT

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Yeah any time you can drop an extra 3 people in a fire fight is a waste. The person flying has to know what they are doing and do it quick. I'm not saying don't fly to buildings i'm saying don't make it a one way trip.

Subject: Helicopters as taxis

Posted by Anonymous on Thu, 26 Sep 2002 00:39:00 GMT

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bad idea for city, apcs are better cause they only lose 5/3 hp from a snier not 30/60

Subject: Helicopters as taxis

Posted by Anonymous on Thu, 26 Sep 2002 00:57:00 GMT

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Yeah but they aren't as fast.

Subject: Helicopters as taxis

Posted by Anonymous on Thu, 26 Sep 2002 14:04:00 GMT

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quote:Originally posted by Chronigan:Yeah but they aren't as fast.True but APC's can also manuever around obstacles like rocks, hills, and support beams while a heli is just floating through the air giving a clean shot to any sniper.

Subject: Helicopters as taxis

Posted by Anonymous on Thu, 26 Sep 2002 17:07:00 GMT

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not if the piolt is good. jinking and changing altitude

Subject: Helicopters as taxis

Posted by Anonymous on Thu, 26 Sep 2002 20:58:00 GMT

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JINKING!

Subject: Helicopters as taxis

Posted by Anonymous on Fri, 27 Sep 2002 08:16:00 GMT

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Manuevering those pigs is like parallel parking a buick in downtown Boston. Yeah, you can do it, but it gonna be awhile.

Subject: Helicopters as taxis

Posted by Anonymous on Sat, 28 Sep 2002 13:28:00 GMT

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good idea if its an enemys chopper. most of the time they will not care an think its still thiers and it will waste thier vehicle slot aswell.