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Subject: Re: Make the transport Helicopters more efficient?

Posted by [JoeBro](#) on Sun, 03 Aug 2008 23:58:46 GMT

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You're right. I did notice the chainguns on the sides in singleplayer but not in multiplayer. I think the reason WW took em' off was because of balance issues. APCs would become obsolete if heli transports had chainguns. I mean, wouldn't it obviously be better to be flying than on ground? As for the armor thing, they should not have any more armor, but they should have a little more speed. And, I think that WW should of made the game in where as soon as you get in a heli transport, you automatically get a parachute so you could drop down a few men in a attack. Or if not that, they could drop down on a wire so if they jumped out at a high altitude, they wouldn't just fall and die. That would be nice...

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