
Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Thu, 12 Dec 2002 20:58:00 GMT

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theres a problem with that...the turrets only depress so far so ubnless you are pretty close to teh ground that tank is nothing more than an expensive decoration. and solution for that lag problem...get t1 its cheap right now u can get it for as little as \$55 a month-or-get a good server t1+and set max players 10 or less then you can have a few 56kers and not have too much lagand my idea shouldnt cause lag but the game might crash if someone tries to transport another flying unit or the flying unit might blow up
