
Subject: Walls flying helicopter transport
Posted by [gufu](#) on Mon, 30 Jan 2006 23:52:37 GMT
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Doesn't seem to be usefull...Thought can put sniper on walls!

Subject: Re: Walls flying helicopter transport
Posted by [karmai](#) on Tue, 31 Jan 2006 02:21:17 GMT
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Subject: Re: Walls flying helicopter transport
Posted by [Kamuix](#) on Tue, 31 Jan 2006 03:19:54 GMT
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Why not? Thought can not put snipers on the wall. You have to actually physically do it .

Subject: Re: Walls flying helicopter transport
Posted by [TD](#) on Tue, 31 Jan 2006 06:55:43 GMT
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Buckery wrote on Tue, 31 January 2006 04:19Why not? Thought can not put snipers on the wall.
You have to actually physically do it .
WTYF

Subject: Re: Walls flying helicopter transport
Posted by [Kamuix](#) on Wed, 01 Feb 2006 16:06:40 GMT
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TD wrote on Tue, 31 January 2006 01:55Buckery wrote on Tue, 31 January 2006 04:19Why not?
Thought can not put snipers on the wall. You have to actually physically do it .
WTYF

Yea

Subject: Re: Walls flying helicopter transport
Posted by [Renegade](#) on Wed, 01 Feb 2006 23:32:36 GMT
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Buckery wrote on Wed, 01 February 2006 11:06TD wrote on Tue, 31 January 2006 01:55Buckery wrote on Tue, 31 January 2006 04:19Why not? Thought can not put snipers on the wall. You have to actually physically do it .
WTYF

Yea

ducks for cover just incase

You can put snipers on top of the building (the high ones stupid) on walls flying?

Subject: Re: Walls flying helicopter transport
Posted by [Tunaman](#) on Thu, 02 Feb 2006 01:14:40 GMT
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lol..
You can put people on the outside walls as well. I did that once by accident when my apache died.

Subject: Re: Walls flying helicopter transport
Posted by [Renerage](#) on Fri, 03 Feb 2006 04:12:23 GMT
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cheekay77 wrote on Wed, 01 February 2006 18:32Buckery wrote on Wed, 01 February 2006 11:06TD wrote on Tue, 31 January 2006 01:55Buckery wrote on Tue, 31 January 2006 04:19Why not? Thought can not put snipers on the wall. You have to actually physically do it .
WTYF

Yea

ducks for cover just incase

You can put snipers on top of the building (the high ones stupid) on walls flying?

Correction to above post

I meant City_Flying
Bah. Im stupid.

Subject: Re: Walls flying helicopter transport
Posted by [Sniper_De7](#) on Fri, 03 Feb 2006 12:57:48 GMT
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NO RLY?!!!

Subject: Re: Walls flying helicopter transport
Posted by [Kamuix](#) on Fri, 03 Feb 2006 16:52:20 GMT
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Snipers think they can? Omg dont you guys see.

Subject: Re: Walls flying helicopter transport
Posted by [Ma1kel](#) on Fri, 03 Feb 2006 21:49:56 GMT
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Transport Chopters on Walls Flying f00king rock, get 3 SBH nukers and parachute them out of the Transport Chopter at the GDI base.

Subject: Re: Walls flying helicopter transport
Posted by [gufu](#) on Fri, 03 Feb 2006 22:51:01 GMT
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Andtehy falling out of choper screaming jeronimo?

Subject: Re: Walls flying helicopter transport
Posted by [Ma1kel](#) on Sat, 04 Feb 2006 20:50:22 GMT
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With a parachute.

Subject: Re: Walls flying helicopter transport
Posted by [gufu](#) on Sat, 04 Feb 2006 21:49:09 GMT
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Joe why, it sims they have sams! ahhh!

Um... there is no parachute!

Subject: Re: Walls flying helicopter transport
Posted by [Ma1kel](#) on Sat, 04 Feb 2006 23:50:21 GMT
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o rly?

Subject: Re: Walls flying helicopter transport
Posted by [Dr. Lithius](#) on Sun, 05 Feb 2006 07:03:25 GMT
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... Hell...yes. Oh, Hell...yes. That is the greatest advancement in Renegade since Core Patch 1.(If there's been greater, I can't recall it right now, obviously.)

Subject: Re: Walls flying helicopter transport
Posted by [FlapperSN](#) on Fri, 10 Feb 2006 22:29:54 GMT
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hey m8, u can do that annytime??

never done it, so its a good idea if i can lolz

greetz FlapperSN

Subject: Re: Walls flying helicopter transport
Posted by [Tunaman](#) on Mon, 13 Feb 2006 18:41:55 GMT
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Are there any more good tactics...? Or have we ran out of them and this is all that can be come up with?

Subject: Re: Walls flying helicopter transport
Posted by [Renerage](#) on Tue, 14 Feb 2006 01:39:03 GMT
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Ralphzehunter wrote on Mon, 13 February 2006 13:41Are there any more good tactics...? Or have we ran out of them and this is all that can be come up with?

You know what hes right someone make more threads...or you know what..i might if i can find decent enough topics.
