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Subject: Mid Air floating Ion cannons and Nukes, c4 and more.

Posted by [Anonymous](#) on Tue, 12 Mar 2002 18:08:00 GMT

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haha here is a fun way to confuse your enemy. Nod Artillery and gdi mammoth/med tank work best. Here is what you do: first get an ion/nuke (Duh) then get an artillery or mammoth if you are artillery go to enemy base and park next to small wall (one that has ramps that let infantry walk on it) also point the cannon nose of the artillery up. now get out of the artillery and hurry up and climb the wall and now jump on the vehicle, and climb the artillery nose, plant a nuke! The nuke will be planted in mid air! now jump out and watch the chaos, the engines will be nuts looking for it because it's not on the ground !!! hahaha!! GDI works best: park next to hand of nod, jump out of one of the windows onto the mammoth now climb the cannon nose and plant an ion, now after that move out of the way, the ion will be in mid air and will take out the hand of nod while your tank will be safe as well. Also the engines will go crazy looking for the ion cannon ! hahaha Best strategy: get a teammate to hop onto your tank/vehicle before going! this way enemy won't be able to steal your tank while parked. This is funny as Hell try it now. Also you can throw c4's on the mid air nuke/ion so you can cover the ion/nuke with 4/5 c4's so that even if the engines find it it will take time to defuse all the c4's before they get to the nuke! On the harvester, the nuke stays on the vehicle!! This is a glitch in the earlier version of the game, however, and won't work on the newer version. You can plant a nuke/ion on the enemy harvester by jumping off a cliff and landing on top of it. Once you are on top of it, plant an ion/nuke and the harvester will become a walking time bomb! hahaha wait and see once it goes to its base to unload... BOOM ! an ion/nuke will take out the enemies TB hahaha

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