
Subject: Airstrike Pictures ;)

Posted by [rrutk](#) on Sun, 22 Feb 2009 18:18:53 GMT

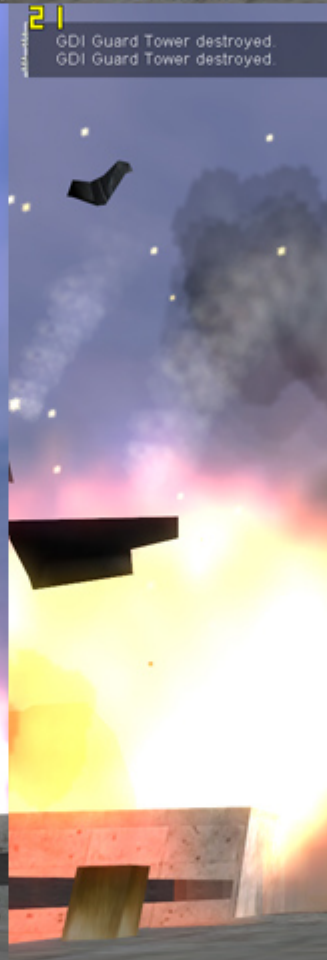
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Completed my first version of the Airstrike for Museum Mod...

- added GDI&NOD Airstrike (GDI with A-10 Aircraft; NOD with Old SU-27 Aircraft); with PT-Icon
- Airstrike is available via COM Center, as long as COM Center is online (1000 \$)
- it's called via a Beacon (= Airstrike Signal Flare), used Singleplayer Signal Flare for this
- I decided to make it a multiple purpose weapon:
- after placing a signal flare (imediately), the strike will occur a few seconds later (~ 7 seconds to detonation)
- with this, its a offensive or defensive weapon, e.g. against a tank attack
- the strike has the power of a nuke strike (2500 damage), but doubled its damage radius (30 meters scaled)
- the strike will damage ANY unit (GDI AND NOD), so use it with care
- the strike will NOT damage any buildings (except mounted vehicles [Guard Towers, Turrets, Gun Emplacements]) - this would be to easy
- ATM I dont know a way to give points to the player for the damage caused by the strike

File Attachments

1) [GDI_AIRSTRIKE_small.jpg](#), downloaded 940 times



2) [NOD_AIRSTRIKE_small.jpg](#), downloaded 959 times

127

Team	Score
Nod	0
Player	Score

83



Credits: 99329
Time Remaining: 01:57:29



Nod Airstrike Signal Flare

88



Credits: 95975
Time Remaining: 01:55:18

33

Team	Score
Nod	0
Player	Score

59



31