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 (imediatly), the strike will occour a few secons 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 517 times

74
Credits: 94828
Time Remaining: 01:53:17
GDI Airstrike Signal Flare
26
29
GDI Guard Tower destroyed.
GDI Guard Tower destroyed.
Credits: 94832
Time Remaining: 01:53:12
21
GDI Guard Tower destroyed.
GDI Guard Tower destroyed.

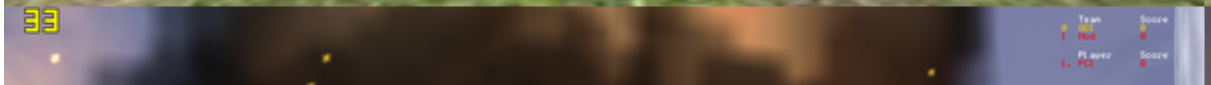
2) NOD_AIRSTRIKE_small.jpg, downloaded 527 times

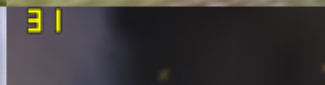
127
Credits: 99329
Time Remaining: 01:57:29
Nod Airstrike Signal Flare

83

88
Credits: 95975
Time Remaining: 01:55:18

59


33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