
Subject: Best thing to do with air units: Air nuke/Air cannon.

Posted by [Anonymous](#) on Thu, 18 Apr 2002 11:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is the best stardegy IMO: Get 1 heli and a person with a nuke. Now go to any structure that is high enough for you to hop on to the person that has a heli. THis way you will be on top of the heli. Now go fly over an enemy structure. Have the guy who has the nuke/cannon to deploy the nuke on top of your heli. Once deployed fly away. The nuke will stay deployed in mid air (because it doesn't stick to the vehicles). Since it is in mid air there is no way to disarm it and it will take out whatever structure it was intended to takeout.While your doing this, fly around so you don't get shoot too much. Try to time the deployment so that it is completely deployed when your on top of the building you want to blow up (yes since the person on top of the heli is stationary, the timmer doesn't reset if the heli is moving).

Subject: Best thing to do with air units: Air nuke/Air cannon.

Posted by [Anonymous](#) on Thu, 18 Apr 2002 13:05:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Exactly what Corsair said. It doesn't work because you will be pushed off the heli as soon as it moves.

Subject: Best thing to do with air units: Air nuke/Air cannon.

Posted by [Anonymous](#) on Thu, 18 Apr 2002 13:13:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I haven't tried this strategy, but assuming Corsair and Devon are wrong this bug abuse can actually be a really effective tactic to use with either side.

Subject: Best thing to do with air units: Air nuke/Air cannon.

Posted by [Anonymous](#) on Thu, 18 Apr 2002 13:26:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

i tried this and it doesnt work, the nuke/ ion cannon detects the ground as whatever is under it so it hits the air that the beacon is on, just like placing a beacon underground, the nuke hits right where the beacon is and nowhere else.

Subject: Best thing to do with air units: Air nuke/Air cannon.

Posted by [Anonymous](#) on Thu, 18 Apr 2002 13:28:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Corsair and Devon aren't wrong, I haven't actually tried it with flying vehicles but I see no reason to believe it would be any different than with the old ones.

Subject: Best thing to do with air units: Air nuke/Air cannon.
Posted by [Anonymous](#) on Thu, 18 Apr 2002 17:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

even if it does work, dont abuse bugs.and don't post strategies that you haven't tried.

Subject: Best thing to do with air units: Air nuke/Air cannon.
Posted by [Anonymous](#) on Thu, 18 Apr 2002 20:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

and besides kiwi is right, it would just blow up right there and not on the build

Subject: Best thing to do with air units: Air nuke/Air cannon.
Posted by [Anonymous](#) on Thu, 18 Apr 2002 21:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I did this all the time with trz mod... I was hoping it would work with the official but nay...

Subject: Best thing to do with air units: Air nuke/Air cannon.
Posted by [Anonymous](#) on Fri, 19 Apr 2002 00:06:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmm.. I would have to question this tactic as it sounds more like abusing a bug. Although I'm not entirely clear on how this would work, but I haven't had time to play since the patch came out so I haven't used apaches yet.

Subject: Best thing to do with air units: Air nuke/Air cannon.
Posted by [Anonymous](#) on Fri, 19 Apr 2002 00:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

There's only one problem with that strategy -- You can't stand on top of moving vehicles.

Subject: Best thing to do with air units: Air nuke/Air cannon.
Posted by [Anonymous](#) on Fri, 19 Apr 2002 07:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lotsa people will do that on MODs
