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Subject: Nuke/Ion Tanks

Posted by [Jaspah](#) on Mon, 12 Jul 2004 14:25:51 GMT

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Sorry for the double post, but it's time to input my opinion.

What would be the point of it? Especially of APCs comming with Nukes / Ion Cannon beacons. It would definetly increase the price to 1,600 credits. Will make APC rushing obsolete. Hell, it would just make the team buy alot of "Nuke APCs / Ion Cannon APCs". :rolleyes:

The only decent strategy I can see with this is to try to hide the beacon under a empty vehicle.

Besides, I don't think the engine supports moving the Nuke / Ion Cannon targets after there called.

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