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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

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### File Attachments

1) [GDI\\_AIRSTRIKE\\_small.jpg](#), downloaded 533 times



29

GDI Guard Tower destroyed.  
GDI Guard Tower destroyed.

Team: GDI Score: 26  
Player: EVA Score: 1000

This text block contains a notification that two GDI Guard Towers have been destroyed. The score is 26, and the player is EVA. The team is GDI.

21

GDI Guard Tower destroyed.  
GDI Guard Tower destroyed.

Team: GDI Score: 26  
Player: EVA Score: 1000

This text block contains a notification that two GDI Guard Towers have been destroyed. The score is 26, and the player is EVA. The team is GDI.



2) [NOD\\_AIRSTRIKE\\_small.jpg](#), downloaded 542 times

127

Team	Score
Nod	0
Player	Score
Player	0

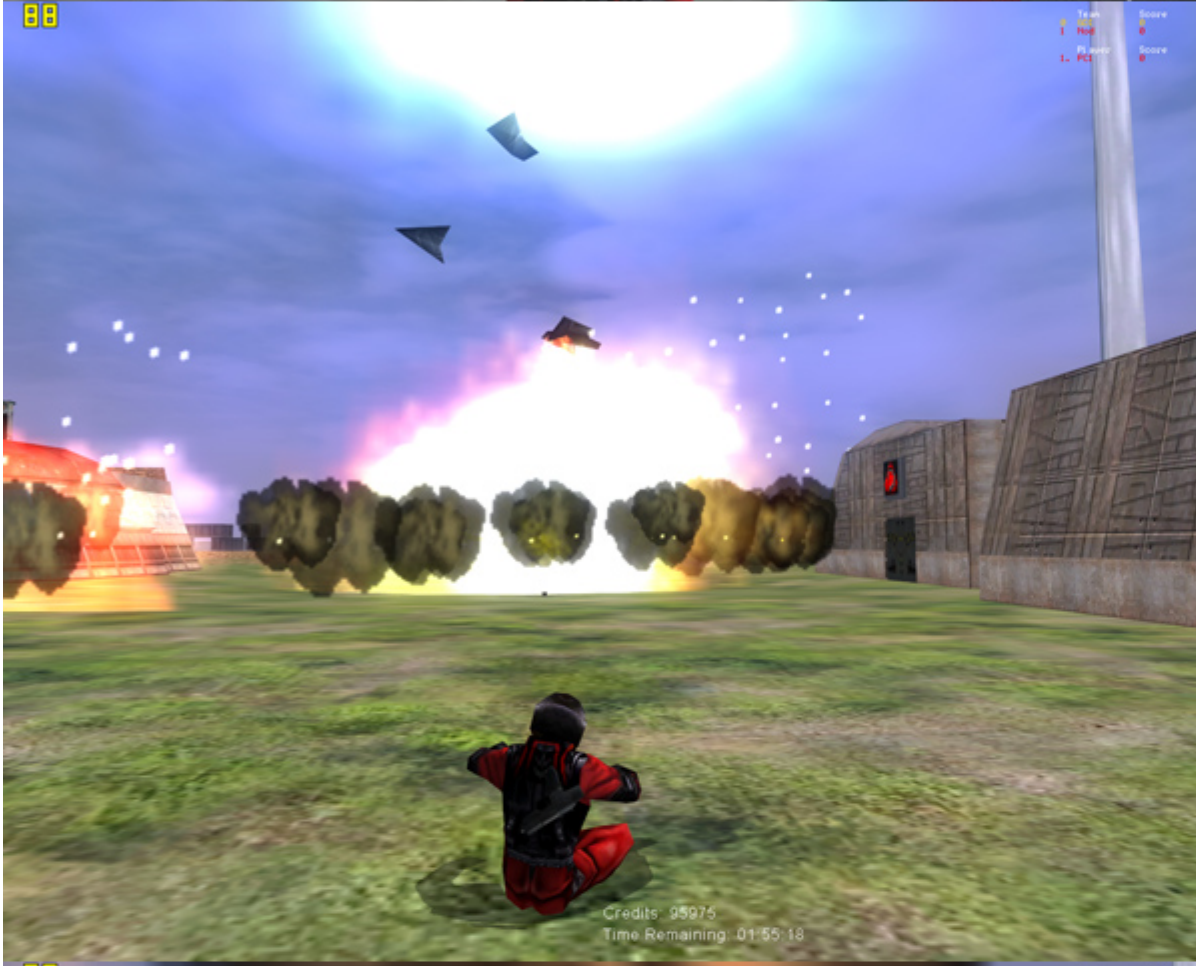
83



88

Team	Score
Nod	0
Player	Score
Player	0

59



33

Team	Score
Nod	0
Player	Score
Player	0

31

