
Subject: Nuke/Ion Tanks

Posted by [DarkElementX](#) on Mon, 03 May 2004 23:04:59 GMT

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Has anyone nuked/ioned a tank b4 i mean by jumping off a cliff, onto a tank and stuck a beacon on top of it? This ain't the best way to get a whole lot of points but if ur playing for fun this might be really cool to try sometime. I think it would favor the most. You buy a sbh, wait on a cliff for incoming tanks, jump, and beacon.

Subject: Nuke/Ion Tanks

Posted by [spoonyrat](#) on Mon, 03 May 2004 23:53:37 GMT

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When the tank moves you'll die. Granted you might kill a tank that's sitting still for 45 seconds, as if that's a difficult thing to do without spending 1000 credits on a beacon and dying in the process

Subject: Nuke/Ion Tanks

Posted by [SuperTech](#) on Tue, 04 May 2004 02:34:36 GMT

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The ion/nuke will hang in the air in the exact spot you placed it when the tank moves. You cannot attach an ion/nuke to a tank. It's been tried before

Subject: Nuke/Ion Tanks

Posted by [flyingfox](#) on Tue, 04 May 2004 23:29:26 GMT

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I remember reading a topic where someone thought they could deploy a beacon on a tank or APC and send it into the enemy base so that it'd detonate when the vehicle got near a structure. mobile beacons eh. Next there'll be beacons you can dial the code into and throw on top of a building. lol.

Subject: Nuke/Ion Tanks

Posted by [PyroX](#) on Mon, 31 May 2004 16:25:55 GMT

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I think that you can put the beacon in front of the tank and if it is sitting still so it don't run you over and it doesn't move away from the beacon, it works... I think.

Subject: Nuke/Ion Tanks

Posted by [Nukelt15](#) on Mon, 31 May 2004 22:14:34 GMT

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The only use for beacons outside of directly attacking a base is planting one in the middle of nowhere to send the other team into a confused panic.

Beacons have no use in an antivehicle role. No vehicle is going to sit still long enough for the beacon to go off, and the chances of a vehicle running into a planted beacon at the instant it goes off are slim to none.

Subject: Nuke/Ion Tanks

Posted by [4thman](#) on Wed, 02 Jun 2004 05:11:23 GMT

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Quote:The ion/nuke will hang in the air in the exact spot you placed it when the tank moves.

i would like to see a screen shot of that

Subject: Nuke/Ion Tanks

Posted by [flyingfox](#) on Wed, 02 Jun 2004 05:19:19 GMT

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Picture this,

2 GDI soldiers, 1 with a beacon, sneak up on a tank pinning someone else down. They open the hatch, where one fires his rifle to cover the other, who doesn't throw a grenade down but an armed beacon. They re-shut the hatch and suppress the commanders as they make attempts to escape. The commanders attempt to defuse the beacon but upon pressing anything the beacon gives off a flash-bang and hazes them all. Ion cannon strike... BOINK!

Subject: Nuke/Ion Tanks

Posted by [OOU-Master\(SnipAh\)](#) on Fri, 04 Jun 2004 14:07:02 GMT

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On the level islands, It is possible for GDI to get on top of their apc's. Just drive it over to the "Ramp like" structure that is toward the entrance to the GDU base. Run over to the ramp and run on top of the apc and deploy a beacon. What happened when I do it was the beacon being laid on the ground exactly below where I was in the apc.

Subject: Nuke/Ion Tanks

Posted by [xptek_disabled](#) on Fri, 04 Jun 2004 16:04:13 GMT

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The beacons fall through vehicles because projectile isn't enabled on them. However, they can still be destroyed if they drive over the beacon and wait for it to go off..

Subject: Nuke/Ion Tanks

Posted by [ghostSWT](#) on Wed, 16 Jun 2004 04:20:50 GMT

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from what i remember is the vehicle is empty the ion/nuke will fall threw to the ground, but if the vehicle has some one in it then the ion/nuke will just float right on the roof and when vehecle is driven away it will float in mid air.

It's 2 bad that it can't be atached to a vehicle. Can you imagine 3+ nuke loaded apc rush in and park next to bar, wf, ref... game over

Subject: Nuke/Ion Tanks

Posted by [Jaspah](#) on Mon, 12 Jul 2004 04:16:23 GMT

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Pffft, after you put a period or comma at the end of your sentence you SPACE and write your next sentence.

Did you have a half-assed English teacher or something?

Subject: Nuke/Ion Tanks

Posted by [Uberfahr](#) on Mon, 12 Jul 2004 09:49:19 GMT

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Even in Germany we use SPACE after periods Dunno about Russia though...

Subject: Nuke/Ion Tanks

Posted by [Jaspah](#) on Mon, 12 Jul 2004 14:08:24 GMT

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Erhm, that still doesn't matter. If you cannot remember the fairly simple thing as to place a space after a comma or period. Then you, my friend, have a problem.

(These paragraphs are just things I grabbed off random sites or made using a translation program.)

German WritingDerzeit versenden Unbekannte eine Flut unverlangter Nachrichten mit

ausländerfeindlichem, rassistischem Inhalt und gefälschten Absenderadressen. Wir als DAAD möchten darauf hinweisen, dass diese eMails nicht von unseren Mitarbeitern versendet werden und wir uns auf das schärfste gegen deren Inhalte verwehren. Deutschland hat nur mit Menschen aus anderen Ländern Zukunft.

As you can see, there are spaces in that paragraph behind periods and comma's. :rolleyes:

Yet again, there are periods and comma's in there with spaces exactly after them. :rolleyes:

So, get off your lazy ass and type right.

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 coming with Nukes / Ion Cannon beacons. It would definitely increase the price to 1,600 credits. Will make APC rushing obsolete. Hell, it would just make the team buy a lot of "Nuke APCs / Ion Cannon APCs". :rolleyes:

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

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

Subject: Nuke/Ion Tanks

Posted by [Jzinsky](#) on Tue, 20 Jul 2004 14:20:39 GMT

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If it could work, I guess that by destroying the vehicle it disarms the beacon too, so an APC rush would need some quick defence and there's the risk of all that cost being for nothing.

Plus imagine a nuke APC being pinned down by a couple of tanks and going off outside the base, achieving nothing?

Subject: Nuke/Ion Tanks

Posted by [dueltommychan](#) on Thu, 10 Mar 2005 03:21:53 GMT

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it goes through the tank, i tried it

Subject: Nuke/Ion Tanks

Posted by [Jzinsky](#) on Wed, 16 Mar 2005 17:48:28 GMT

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Well does anyone remember them nuke trucks in Red Alert? They were so annoying because they went off when destroyed, killing half the army I sent to attack it. Even Tesla coils would be taken out purely by sending one of them toward the base. It would make a good mod as a secondary weapon though, if that's possible, anyone?

Subject: Nuke/Ion Tanks

Posted by [mr_coff33](#) on Thu, 17 Mar 2005 02:20:55 GMT

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I can see why you would want to lay nukes/ions on a tank, but that would be kinda cheap and shallow of you now wouldn't it. Instead, why not just have a teammate jump out of your vehicle during a rush and deploy a beacon while you cover him/her from your tank. It is simple and effective (I have done it and fought against it). Not to mention that the engine for Renegade can actually do that.

Subject: Nuke/Ion Tanks

Posted by [Jzinsky](#) on Thu, 17 Mar 2005 13:56:43 GMT

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Probably, the idea is though if you can destroy the vehicle before it goes off, nothing will happen. Can see it being pretty cheap though as all you'd have to do is charge around at random, especially in small games.
