Any Mission

Things That Will Work Anywhere

Tank Turmoil

he M-1A1 Abrahms are very light tanks (they are the green ones).   So light, that a couple short bursts of cannonfire can make them flip!   Easy to send off roads, send skidding, or just play around with.

he T-72's are heavier than the M-1's,
so they are harder to really get going.   But
they can be found moving (unlike the
M-1's, which are only seen stationary),
making them funner targets.

he yellow tanks are the ZSU-23/4's.
They are anti-aircraft artillery, and have
special guns mounted on them to shoot down aircraft.   They can move really fast and are fairly lightweight, making them the funnest of the lot.

ehemoth Plane Stunts

he behemoth airplanes (i.e., the Galaxy, 727, B-52, AN-124,   etc.) are slow, dull, but very fun. Give any one of them a Maverick shot and watch them flip!

For images, check any mission with those huge airliners.

Pothole Problems

pit a Maverick at the ground, on a taxiway where planes are coming.   It creates a pothole which planes will dive into, drudge around in, and basically get nowhere except in circles.   However, be warned!   If a plane heads into one straight-on at a taxi speed, it may fall under and explode!

-10's Troubled Takeoff

t is generally a good idea to give all the A-10's one Maverick at the beginning of each mission to prevent them from getting in your way.   But one Maverick shot doesn't destroy them, it just gives them total damage.

his means that they can still try to get off the ground.   It's very fun watching their attempts, their faliures, and their close calls.   Sometimes they succeed, sometimes they don't.

essing with Jets

he fighter jets (i.e., F-15, F-16, MiG-27, Su-25, etc.) may not have pieces of their wings falling off when they get hit, but they still take damage.   Sometimes their rudders go out, sometimes the pilot gets injured.

The funnest thing to do with these is to take out both their engines.   When you have
 one that, they will, in time, turn around and try to
RTB.   If you do it close enough to their base, you can
watch them make a miraculous landing attempt with
drastic or eye-catching results.   Sometimes they are
too far out and will eventually stall and crash.
Sometimes they are too close and it is too easy for

them.   But sometimes it's a near-miss action show.

Flattening Cities

ou probably noticed those large cities, with their unkempt urban buildings and beautiful landmarks, seaports, churches, cars, you name it.   Well, you can flatten them.   Quite easily, I must add.   Fire Mavericks at one building.   In time, the entire block will
 e destroyed!   Sometimes, if it's a rather large
city block, it will generate enough frag force to
demolish other nearby blocks.   It will certainly
destroy almost all the streetlights and cars in the
central city.

his is also a good way to get any
low-flying airplanes that might
happen to wander by at the time.   But
it takes a good deal of skill and tim-
ing to get it right.   Tanks, on the
other hand, are easier to frag.

hat Bad Drivers!

ou may have noticed the cars driving around in Caimanera (the city depicted in the above images).   But did you ever stay to watch for a while?   If you do, you will notice that they are horrible drivers!   Check on the city in half an hour, and every car except one will have crashed! Why one left?   There are an odd number of cars, and the only way a car can explode is by crashing into another one.

The two most common ways a car crashes is by either hitting another one while it turns, or by hitting another car heading the opposite direction on a thin road.

t's situations like these…

…that end up looking like this.

Run Away from the Runway

f you fire Mavericks at the right spot on a runway, you will crater the pavement, exposing the underlying dirt.   This is a pothole, just like the rubble (see Pothole Problems), except that it doesn't go away.   If you demolish a point fairly close to the beginning of the runway, you can watch the line of planes open their throttles and…crash.   However, too far back and they will be going too fast over the pothole for anything serious to occur.