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Subject: ChronoShift and Iron Curtain

Posted by [OrcaPilot26](#) on Tue, 24 Feb 2004 21:55:21 GMT

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I think the chronosphere was very limited in RA1. The best tactics would be to chronoshift a cruiser into a little pond near the enemy base, or maybe teleporting an MCV to another part of the map to start another base. It had a bunch of side-effects. You couldn't chronoshift any infantry (even in APCs) and there were the vortecies and quakes to worry about.

Yet evidence shows there was to be a more useful chronosphere that chronoshifts multiple units(and aircraft) as in this pic:

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