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Subject: ChronoShift and Iron Curtain

Posted by [gibberish](#) on Tue, 24 Feb 2004 22:12:34 GMT

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Ok, a couple more questions.

Based on what you said you could target anything on the map with the ChronoSphere but did the Iron Curtain generator have a range?

Was there any lasting effect from the Iron Curtain for example after the iron curtain wore off was the unit left at half health or anything like that?

dal11Infantry units were instantly killed by it, even ones in apc's.

Are you sure about this I remember some wierd bug where you could:

- Drive an APC to the enemy base.
- Chronoshift the APC back to your base.
- Load it up with engineers.
- Put the APC onto a "Hovercraft" (not sure if it was a hovercraft).
- Wait for the chrono effect to wear off.

Then at a strategic point in the game you could unload the hovercraft, but the APC would appear in the enemy base and you take over a load of buildings with the engineers.

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