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Subject: Idea for mod: Red Alert 1 Ants

Posted by [Anonymous](#) on Mon, 29 Apr 2002 14:04:00 GMT

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I just had a wierd thought for a mod... what about the ants from the secret part of Red Alert 1 (too many C&C's, hope this is the one). One side would be the ants. They wouldn't have any vehicles and would choose different classes of ants. Some might be huge. I noticed on 3d cafe [http://www.3dcafe.com/asp/anml\\_pic.asp](http://www.3dcafe.com/asp/anml_pic.asp) that they had a model of an ant (as well as a few other interesting models). For buildings they would have underground structures. They would probably be on the large size to accomodate the larger ants. You might even have some flying ants. There might also be drones, workers (repairers), fire, etc... I guess they could go against GDI, NOD, or some weird combo. Just some random thoughts...-tmanookNote, I edited out the mention of the ants being in C&C 1. [ April 29, 2002: Message edited by: Starfighter ]

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Subject: Idea for mod: Red Alert 1 Ants

Posted by [Anonymous](#) on Mon, 29 Apr 2002 14:09:00 GMT

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actually, the ants were from Red Alert, not "C&C 1" (which is Tiberian Dawn btw)but sounds like an interesting idea. [ April 29, 2002: Message edited by: BrainSpitter ]

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Subject: Idea for mod: Red Alert 1 Ants

Posted by [Anonymous](#) on Tue, 04 Feb 2003 21:46:00 GMT

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An ant mod would be fun.

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Subject: Idea for mod: Red Alert 1 Ants

Posted by [Anonymous](#) on Wed, 05 Feb 2003 17:17:00 GMT

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C&C 1 had the dinosaur secret mission. That sounds cool to make a mod too.

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Subject: Idea for mod: Red Alert 1 Ants

Posted by [Anonymous](#) on Wed, 05 Feb 2003 17:19:00 GMT

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That would be really cool! I remember those ants.....they were fun to kill. But, who will make the mod? [ February 05, 2003, 17:21: Message edited by: maytridy ]

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Subject: Idea for mod: Red Alert 1 Ants  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 18:41:00 GMT  
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Subject: Idea for mod: Red Alert 1 Ants  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 00:18:00 GMT  
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Jordybear, please stop bumping old topics. This isn't the first one you have bumped. Just cut it out. [ February 06, 2003, 12:18: Message edited by: vloktboky03 ]

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