
Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Aircraftkiller](#) on Fri, 10 Dec 2004 21:25:41 GMT
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<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=5456&st=0&#entry107891>

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [pulverizer](#) on Fri, 10 Dec 2004 21:28:46 GMT
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Looks very impressive, really great. To bad you guy's are moving to hl2

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [imperfect3D](#) on Fri, 10 Dec 2004 21:38:23 GMT
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::klunk!:: (my jaw hitting the desk)

Awesome work you guys.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [ViolentOrgy](#) on Fri, 10 Dec 2004 21:50:24 GMT
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Whe can we expect a release? I just found out im getting HL2!

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Aircraftkiller](#) on Fri, 10 Dec 2004 21:53:16 GMT
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When it's ready and completed. I expect within a year.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Panther](#) on Fri, 10 Dec 2004 22:01:41 GMT
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Holes on the rocket pods and the red stars could use some work, but overall it's great.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Aircraftkiller](#) on Fri, 10 Dec 2004 22:07:24 GMT
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The red stars are VVS markings, they are identical to the ones found in WWII on Soviet aircraft.

The holes for rockets look fine.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Opalkilla](#) on Sat, 11 Dec 2004 00:45:03 GMT
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Too bad I don't have HL2

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [ViolentOrgy](#) on Sat, 11 Dec 2004 00:51:50 GMT
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What happens at the end of half life 1 any way? I never beaten it.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [prox](#) on Sat, 11 Dec 2004 02:03:46 GMT
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At the end of Half Life, Gordon Freeman becomes the next big drug dealer in New York. After five years of hardcore crack-selling, he goes on to produce his own rap CD. That's where HL2 starts, with Gordon Freeman on his way to City-17 to attend to a scheduled concert (featuring G-Unit.) Anyone that has beat Half Life can back me up on this one.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [MilkyLep](#) on Sat, 11 Dec 2004 02:14:39 GMT
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Whoa hope i can get HL2 for X-mas. That looks great. But in the last pic posted (view from top) you can see through some windows where the pilot sits...

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Aircraftkiller](#) on Sat, 11 Dec 2004 03:08:45 GMT
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No, that's the reflection of the Helipad surface.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [rm5248](#) on Sat, 11 Dec 2004 04:12:18 GMT
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Those windows (on the last pic) look a lot like mirrors. =/

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [icedog90](#) on Sat, 11 Dec 2004 05:19:19 GMT
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It's called tinted windows.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Jecht](#) on Sat, 11 Dec 2004 07:39:53 GMT
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that heli pwns more and more each time i see it.

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Ferhago](#) on Sat, 11 Dec 2004 08:05:40 GMT
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Holy crap. You got this already?

Wow. That looks kick ass

Subject: Red Alert: A Path Beyond's Soviet Hind
Posted by [Apache](#) on Sat, 11 Dec 2004 20:34:32 GMT
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I think that is the first model that I've seen that has truly impressed me...
