Subject: RA2 Mission
Posted by bisen11 on Fri, 03 Mar 2006 18:17:56 GMT
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The Second to Last Soviet Mission where you have to destroy the Kremlin where Yuri is Hiding. I was just wondering if anyone has ever been able to destroy the whole enemy base and all his units before destroying the Kremlin. I've always had to use Kirovs or Nukes and go for the Kremlin itself.

Subject: Re: RA2 Mission
Posted by superj69 on Fri, 03 Mar 2006 19:04:58 GMT
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i havent done it b4 but thx i have a reason to go back on it lol

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Subject: Re: RA2 Mission
Posted by bandie63 on Fri, 03 Mar 2006 19:23:43 GMT
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superj69 wrote on Fri, 03 March 2006 15:04i havent done it b4 but thx i have a reason to go back on it lol

Once you've done that, you can learn English!

Subject: Re: RA2 Mission
Posted by Spice on Fri, 03 Mar 2006 19:33:59 GMT
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If actually nwever killed everything on that mission. I was always constantly bombarded with Nuclear missiles and telsa tank rushes. As soon as I was able to get a sizable force, I just rushed through one of the weak points in his base and destroyed the kremlin. Those units he had around it were pretty tough.
This reminds me of the last soviet mission on Yuri's Revenge. Where you destroy Yuri's fortress, which was in transylvania. I captured everything on the map and killed his fortress with slave miners and their shovels.

Subject: Re: RA2 Mission
Posted by NukeIt15 on Fri, 03 Mar 2006 20:21:24 GMT
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I was rather disappointed with the plot in Yuri's Revenge. The Soviet ending in RA2 had me expecting it to continue that storyline, not wind up being some wierd time-travel malarky set after the Allied victory.

Subject: Re: RA2 Mission
Posted by Ma1kel on Fri, 03 Mar 2006 20:26:00 GMT
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The last Svoiet mission was in my opinion very poor, 6 Kirov Airships, move the the left side, then up. Then you'll destroy the Chronosphere and win in 20 minuts.

Subject: Re: RA2 Mission
Posted by bandie63 on Fri, 03 Mar 2006 20:34:34 GMT
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I never actually played the Solviet Missions. My brother and I split it up. I play Allies, he plays Solviet.

Subject: Re: RA2 Mission
Posted by bisen11 on Fri, 03 Mar 2006 22:32:12 GMT
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Ma1kel wrote on Fri, 03 March 2006 15:26The last Svoiet mission was in my opinion very poor, 6 Kirov Airships, move the the left side, then up. Then you'll destroy the Chronosphere and win in 20 minuts.Yah, that was easy. The 2nd last is far harder. Plus you have that whole nice big ocean surounding your base and only get majorly (If you can call it that) attacked in the beggining.

Subject: Re: RA2 Mission
Posted by Ma1kel on Fri, 03 Mar 2006 22:34:08 GMT
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2nd Last was in my opinion also that easy, you only needed 6 Kirov Airships. But on that mission the enemy actually attacked.

Subject: Re: RA2 Mission
Posted by bisen11 on Fri, 03 Mar 2006 23:13:27 GMT
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Ma1kel wrote on Fri, 03 March 2006 17:342nd Last was in my opinion also that easy, you only

needed 6 Kirov Airships. But on that mission the enemy actually attacked.
Either way the point of the thread was to see if anyone actually has destroyed the enemy base instead of going straight for for the kremlin.

Subject: Re: RA2 Mission
Posted by sterps on Fri, 03 Mar 2006 23:33:05 GMT
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The second last mission of the soviets is by far the hardest level, though the last one is hard when you are doing the game on brutal.

Anyway i have blown the whole base on the 2nd last level while on brutal difficulty.
First of all use your kirovs to go along the left, you need to use these to blow up purples nuclear powerplants, then followed by key buildings, like constructions yards, war factories etc. Then you need to go for each other teams nuclear power plants, and do the same.

With purple out of the way, the raids are less harsh. To defend i suggest A LOT of sentry guns, and mean alot. when you have enough build some teslas behind it.

Build dogs and terror drones, as the yuri clones cant control them, they will be mauled by the dogs and terror drones.

DONT build a nuke silo until you can hold off the continuous amount of kirovs sent.

When the raids start to subside you can build your finish raid, i usually do around 10 - 20 Apocolypse tanks (Mammoths). Then send em in.

The reason why this map is hard is because, in a sense the computer cheats. Like it has done in all previous c&c's, when the computer builds a unit, if it has multiple production buildings, one at each will be produced.
SO say the computer has 4 war factories, and it builds one rhino heavy tank. Instead of one being produced, one will come out each of the 4 war factories. Have a look you will probably seen orange team doing this on this level.

Subject: Re: RA2 Mission
Posted by Naamloos on Fri, 03 Mar 2006 23:34:18 GMT
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All you needed to do was launch 2 nukes on it and you won, if I remember correctly. I also remember the building was placed on a road...

And no, I never destroyed everything. I always get bored when killing AI for too long anyway.

Subject: Re: RA2 Mission
Posted by w0dka on Sun, 05 Mar 2006 10:08:17 GMT
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build 10 Apocalypse Tanks... and blast the base...real easy because if they get Elite ...they nuke nearly everything with one shot...only watch out for Yuris... thatswhy 10... if they can get one..the other 9 kill this little brainiacs...
a good hint for Basedefense: Kirovs, you can defend the small entrance very well just led them nuke the ground...everything that drives throught get killed.... and a sixpack of Flaks can kill the enemy kirovs

Subject: Re: RA2 Mission
Posted by hunteroo2 on Sun, 05 Mar 2006 18:47:43 GMT
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w0dka wrote on Sun, 05 March 2006 02:08build 10 thatswhy 10... if they can get one..the other 9 kill this little brainiacs...

But then the Yuri's take another one and another one until you're rush is bye bye

Subject: Re: RA2 Mission
Posted by superj69 on Sun, 05 Mar 2006 19:30:40 GMT
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bandie63 wrote on Fri, 03 March 2006 13:23superj69 wrote on Fri, 03 March 2006 15:04i havent done it b4 but thx i have a reason to go back on it lol

Once you've done that, you can learn English!

I do kno English, its the only language i kno.Just beacause i didn't care at that time to use good grammar.

Subject: Re: RA2 Mission
Posted by w0dka on Mon, 06 Mar 2006 08:09:02 GMT
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w0dka wrote on Sun, 05 March 2006 04:08build 10 Apocalypse Tanks... and blast the base...real easy because if they get Elite ...they nuke nearly everything with one shot...only watch out for Yuris... thatswhy 10... if they can get one..the other 9 kill this little brainiacs...
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trust me it works... only the first thing to destroy are yuris... dont kill your own tanks... one hit from a elite AT kills a Yuri... if you can react fast enough...its not the Problem...to erasethis Base you need good micromanagment or a realy huge army... and if you cant control your few tanks... use some spiders...their also immune to mindcontrol after killing the Yuri the Tank is under your controll.. and if you are fast enough the tank can't turn his turret to your free AT'S ... thats it..

ok if you see 10 Yuris... better use some spiders...

Subject: Re: RA2 Mission
Posted by Oblivion165 on Mon, 06 Mar 2006 08:38:05 GMT
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I tried playing this game again lately, i had fond memories but the graphics are just not what i remembered.

Subject: Re: RA2 Mission
Posted by Jaspah on Tue, 07 Mar 2006 20:18:46 GMT
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It's SOVIET not Solviet.

Subject: Re: RA2 Mission
Posted by Dave Mason on Wed, 08 Mar 2006 09:28:14 GMT
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U R rong! its solvent nt soviet!