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Subject: Red alert2:Apocaypse Rising Update (WM &Grizzly)  
Posted by [LONE GUNNER3](#) on Tue, 11 Apr 2006 23:36:49 GMT  
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Yes that's right,we might not have a full team,but we will still bring you updates.What we have is an update for the War Miner and the Grizzly Tank.There are many fixes needed for the GT so it really is not done yet (so expect to see a better version in the future),but please post on how we might make the GT better and much closer to RA2 if there is anything you can think of .But the WM "I think" it's spot on .The only thing that these two objects need is some texturing (no the WM has no texture).But that will soon be fixed.

The grizzly is a fusion of OWA, Sven and PaRaDoX's work (a bit of the turret came off an M1 tank that she made) and the Warminer is OWAs.  
Enjoy!

Soviet Warminer:needs texturing and a bit more detail at the most.

Allied Grizzly Tank:needs a few fixxes

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Subject: Re: Red alert2:Apocaypse Rising Update (WM &Grizzly)  
Posted by [terminator 101](#) on Wed, 12 Apr 2006 02:10:52 GMT  
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Looks O.K but I think the War Miner was able to shoot backwards in RA2. With that look, it wont be able to do that. Other than that, it looks good. Keep up the good work.

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Subject: Re: Red alert2:Apocaypse Rising Update (WM &Grizzly)  
Posted by [LONE GUNNER3](#) on Wed, 12 Apr 2006 05:56:24 GMT  
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Yes I have taken note of this and will be pasted onto OWA.Also the turrent of the WM is a bit to big.When the turrent is made smaller,the front will be higher,then that should let it shoot in all directions.