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Subject: ChronoShift and Iron Curtain  
Posted by [gibberish](#) on Tue, 24 Feb 2004 21:24:40 GMT  
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Its been a while since I played Red Alert.

Can someone explain what:

Chronoshift  
Chrono-Tanks  
Iron Curtain

Did in the original game.

Thanks,  
Gib

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Subject: ChronoShift and Iron Curtain  
Posted by [dal11](#) on Tue, 24 Feb 2004 21:31:46 GMT  
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Chonosphere: Was able to mass teleport vehicles to any vsible spot on the map, after a while the units returned to original spots. Infantry units were instantly killed by it, even ones in apc's. If to many chonoshift's were done a wierd vortex was created that roamed the map randomly.

Iron curtain: Would make selected units invincible for a time.

Chonotank:It was able to teleport itself like the chonosphere but it didnt have the recall effect. Once shifted it took time to rebiuld its teleport ability.  
It had rockets as it's weapon.

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Subject: ChronoShift and Iron Curtain  
Posted by [Sir Phoenixx](#) on Tue, 24 Feb 2004 21:32:51 GMT  
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The Chronosphere, when charged, teleported a unit to anywhere on the map, after a little while the unit teleported back.

The Chrono-Tank has the ability to teleport itself to anywhere on the map, and fire missiles.

When charged the Iron Curtain could create a shield around any unit making it invulnerable for a little while.

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Subject: ChronoShift and Iron Curtain

Posted by [Aircraftkiller](#) on Tue, 24 Feb 2004 21:33:08 GMT

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First, it's a Chronosphere, referring to the structure. Its action was a Chronoshift, which caused a unit, non-soldier, to teleport somewhere on a level in Red Alert. Anywhere you chose, depending on if the unit was physically able to go there.

Chrono Tanks are simply mobile Chronospheres, armed with AP missiles, that can Chronoshift themselves anywhere they want to go.

The Iron Curtain caused a change in the molecular structure of the unit or building it was applied on, making it invulnerable for a minute or so.

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Subject: ChronoShift and Iron Curtain

Posted by [Sir Phoenixx](#) on Tue, 24 Feb 2004 21:38:38 GMT

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dal11Chonosphere: Was able to mass teleport vehicles to any vsible spot on the map, after a while the units returned to original spots. Infantry units were instantly killed by it, even ones in apc's. If to many chonoshift's were done a wierd vortex was created that roamed the map randomly.

In Red Alert you could only teleport a single unit at a time.

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Subject: ChronoShift and Iron Curtain

Posted by [OrcaPilot26](#) on Tue, 24 Feb 2004 21:55:21 GMT

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I think the chronosphere was very limited in RA1. The best tactics would be to chronoshift a cruiser into a little pond near the enemy base, or maybe teleporting an MCV to another part of the map to start another base. It had a bunch of side-effects. You couldn't chronoshift any infantry (even in APCs) and there were the vortecies and quakes to worry about.

Yet evidence shows there was to be a more useful chronosphere that chronoshifts multiple units(and aircraft) as in this pic:

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Subject: ChronoShift and Iron Curtain

Posted by [Cpo64](#) on Tue, 24 Feb 2004 22:03:25 GMT

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It was probaly multiple chronospheres

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Subject: ChronoShift and Iron Curtain

Posted by [Aircraftkiller](#) on Tue, 24 Feb 2004 22:09:35 GMT

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No, it was a single one. The Chronosphere logic in RA wasn't completed fully, because of engine limitations (and wanting to get it done before too long), so it only Chronoshifted one unit at a time.

RA2 was how they really wanted it to work.

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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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Subject: ChronoShift and Iron Curtain

Posted by [Cpo64](#) on Tue, 24 Feb 2004 22:14:36 GMT

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That sounds like an evil bug lol.

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Subject: ChronoShift and Iron Curtain

Posted by [General Havoc](#) on Tue, 24 Feb 2004 22:16:47 GMT

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If you transported demo trucks they would detonate before they got chronoshifted. I found out this because I built 5 of the things, they were spread outside the weapons factory, I selected one to chronoshift and it detonated and then in turn detonated the other 4, wiping out the majority of my base

OT: I would love to see a M.A.D. tank in renegade. Be good if it say took down the power to the enemy base for 1 minute say. Whether the power to the base can be switched on an off using scripts is the problem.

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Subject: ChronoShift and Iron Curtain  
Posted by [Aircraftkiller](#) on Tue, 24 Feb 2004 23:05:47 GMT  
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The MAD Tank didn't take down power, it deployed and charged a harmonic resonance wave that did 44% damage to structures and vehicles. Three could destroy a base.

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Subject: ChronoShift and Iron Curtain  
Posted by [IRON FART](#) on Tue, 24 Feb 2004 23:25:18 GMT  
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And chronoshift didn't work on Infantry units, only tanks and vehicles. (Including ships, harvesters and any enemy unit)

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Subject: ChronoShift and Iron Curtain  
Posted by [Cpo64](#) on Wed, 25 Feb 2004 07:26:54 GMT  
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In RA2 I loved dropping enemy units into the sea, or ships onto the land. Used chronoshift on my enemy units more than my own.

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