

---

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Mon, 09 Dec 2002 11:28:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

best invention since the wheel!            -The Chronosphere could teleport infantry to a set location on the battlefield, but that would give the Allies a huge early advantage (harvy killing), besides, a smart Soviet would mine the destination site            -The Chronosphere teleports Infantry to a random location on the battlefield (it chooses 1 out of, say, 20 locations.-A stealth suit would give GDI more chances to steal Nod's vehicles            1. Cronosphere can't teleport infantry directly. in Red Alert 1 it killed any infantry you attempt to teleport. Even if they're in APC's and, I believe the chinook if you took over the soviets.2. No one would want to chronoshift if it randomly put you somewhere.Man: Lets go~teleports in front of flame turrets and tesla coil~Soviet Defense: ~zap~Man: ~dead~3. No, only way GDI could get stealth units was if they took over the Air strip, and possible needed to take over some other structures.1. I forgot about the inf. thingie, but teleporting vehicles isn't that useful in Renegade I think...2. I mean make like 20 "teleport spots" on the map (outside the bases) and let the Chronosphere choose one of them. This will solve putting proxy mines on the spot if there was only one. (or wait there with a sniper or something)3. I'm talking about the stealth suit powerup that should give infantry 60 sec. of stealth.

---