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

Posted by [Anonymous](#) on Mon, 09 Dec 2002 09:29:00 GMT

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-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. [ December 09, 2002, 09:38: Message edited by: generalfox ]

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