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Subject: Idea for mod: Red Alert 1 Ants

Posted by [Anonymous](#) on Mon, 29 Apr 2002 14:04:00 GMT

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I just had a wierd thought for a mod... what about the ants from the secret part of Red Alert 1 (too many C&C's, hope this is the one). One side would be the ants. They wouldn't have any vehicles and would choose different classes of ants. Some might be huge. I noticed on 3d cafe [http://www.3dcafe.com/asp/anml\\_pic.asp](http://www.3dcafe.com/asp/anml_pic.asp) that they had a model of an ant (as well as a few other interesting models). For buildings they would have underground structures. They would probably be on the large size to accomodate the larger ants. You might even have some flying ants. There might also be drones, workers (repairers), fire, etc... I guess they could go against GDI, NOD, or some weird combo. Just some random thoughts...-tmanookNote, I edited out the mention of the ants being in C&C 1.[ April 29, 2002: Message edited by: Starfighter ]

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