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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 visible 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 too many Chronoshift's were done a weird vortex was created that roamed the map randomly.

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

Chronotank: It was able to teleport itself like the Chonosphere but it didn't have the recall effect. Once shifted it took time to rebuild its teleport ability.

It had rockets as its weapon.

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