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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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