
Subject: RA1 Mod Questions

Posted by [LTKirovy](#) on Wed, 02 Apr 2003 14:47:44 GMT

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Its lookin good in the beta, but I was wondering how many units and buildings were left out of the beta that were done.

And also will the full version have:

Radar Jammers(Hard)

M.A.D. Tanks(Probably impossible)

Demoliton Trucks (Meduim Hard I guess)

APC!

Mine Layers!

Shroud Tank (Prbably impossible)

Think that covers it all

Subject: Re: RA1 Mod Questions

Posted by [NHJ BV](#) on Wed, 02 Apr 2003 15:19:57 GMT

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As far as I know:

-No (not sure)

-No

-Not sure (I think not)

-Yes

-Yes

-No

Subject: Re: RA1 Mod Questions

Posted by [Dante](#) on Wed, 02 Apr 2003 16:40:27 GMT

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LTKirovy
Shroud Tank (Prbably impossible)

if i could even figure out the purpose other than to possibly maybe look pretty....

what would a shroud do for the units on the ground... the shroud was revealed when terrain came in the players (you in RenAlert) site... so no point of even thinking of making it.

Subject: RA1 Mod Questions
Posted by [LTKirovy](#) on Wed, 02 Apr 2003 17:00:06 GMT
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Well since there is no shroud, it could make tanks stealth expect for itself?

Subject: RA1 Mod Questions
Posted by [LTKirovy](#) on Wed, 02 Apr 2003 17:04:13 GMT
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Oh I know make units stealth for 20 seconds then be visible for 20 then so on and so on, unless they attack. Perobably impossible, but I would love to see M.A.D. tanks

Subject: RA1 Mod Questions
Posted by [Dante](#) on Wed, 02 Apr 2003 18:21:45 GMT
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LTKirovyOh I know make units stealth for 20 seconds then be visible for 20 then so on and so on, unless they attack. Perobably impossible, but I would love to see M.A.D. tanks

that is easy...

next?

Subject: RA1 Mod Questions
Posted by [Predator](#) on Wed, 02 Apr 2003 19:16:52 GMT
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APCs AREin the beta... or is mine the only one?

Subject: RA1 Mod Questions

Posted by [MSNSazabi](#) on Wed, 02 Apr 2003 21:17:45 GMT

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i recall an apc on the allied side to

Subject: RA1 Mod Questions

Posted by [L3f7H4nd3d](#) on Wed, 02 Apr 2003 23:07:26 GMT

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Negatory on the M.A.D Tank.

Subject: RA1 Mod Questions

Posted by [LTKirovy](#) on Thu, 03 Apr 2003 14:55:14 GMT

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Why not????!!!! :angry: :crazy:
