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Subject: RA 1 Mod Suggestion

Posted by [DBB](#) on Wed, 02 Apr 2003 22:07:20 GMT

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Well since its a beta(a good one in that!) you guys are inclined to take our feedback to heart (or at least I hope). I personally think Soviets have way to powerfull tanks compared to the Allies. I think maybe making the Allies have a double barreled tank (make it the medium tank) and keep the light tank as a single shot tank!! I love the soviets hero. He can jump pretty high and his gun is awesome. I also think the telsa tank is WAY cool. Maybe the Allies can have more then just the turrets as a defense? Because the Telsa Coil owns!

PS: I dont know if you know this (im sure you do) but I ran past the Telsa Coil quite easily by just randomly jumping with my rocket soldier

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Subject: RA 1 Mod Suggestion

Posted by [Vitaminous](#) on Wed, 02 Apr 2003 22:25:52 GMT

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Dude,It's based on RA1, not on the magical mushroom land.

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Subject: RA 1 Mod Suggestion

Posted by [Creed3020](#) on Wed, 02 Apr 2003 22:28:48 GMT

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Wow mushrooms, that's soo trippy lol.... :twisted:

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Subject: Re: RA 1 Mod Suggestion

Posted by [L3f7H4nd3d](#) on Wed, 02 Apr 2003 23:06:04 GMT

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DBBWell since its a beta(a good one in that!) you guys are inclined to take our feedback to heart (or at least I hope). I personally think Soviets have way to powerfull tanks compared to the Allies. I think maybe making the Allies have a double barreled tank (make it the medium tank) and keep the light tank as a single shot tank!! I love the soviets hero. He can jump pretty high and his gun is awesome. I also think the telsa tank is WAY cool. Maybe the Allies can have more then just the turrets as a defense? Because the Telsa Coil owns!

PS: I dont know if you know this (im sure you do) but I ran past the Telsa Coil quite easily by just randomly jumping with my rocket soldier

Just because we're deviating slightly from Red Alert doesn't mean we're going to fuck up the entire concept and give the allies a double-barreled tank. :rolleyes:

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Subject: RA 1 Mod Suggestion  
Posted by [Vitaminous](#) on Wed, 02 Apr 2003 23:40:13 GMT  
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As I said.

Quote:Dude,It's based on RA1, not on the magical mushroom land.

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Subject: RA 1 Mod Suggestion  
Posted by [forsaken](#) on Wed, 02 Apr 2003 23:43:21 GMT  
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yeah the allies were given fast units as well as search and stealth technology, and the soviets were given slower stronger units. It depends on the player on how they use the units given on both sides.

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Subject: RA 1 Mod Suggestion  
Posted by [Predator](#) on Wed, 02 Apr 2003 23:48:07 GMT  
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lately (with allies) i've been able to win everytime i had compliant allies i've still not mastered QUICK destruction with Soviets though...

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Subject: RA 1 Mod Suggestion  
Posted by [DBB](#) on Thu, 03 Apr 2003 00:16:08 GMT  
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Oops I guess I made a boo-boo.....sorry for opening my mouth....I forget that you cant have your own opinion around this place anymore.....bah oh well. I still like it. I just wish more servers were hosting it

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Subject: RA 1 Mod Suggestion  
Posted by [Imdgr8one](#) on Thu, 03 Apr 2003 00:46:01 GMT  
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Im having a problem with the pillbox.  
Why isnt it killing me?  
Why cant I kill it?  
The tesla coil has occasionally just went off and started shooting the ground, and sometimes it does no damage to me.

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Subject: RA 1 Mod Suggestion  
Posted by [Aurora](#) on Thu, 03 Apr 2003 03:37:27 GMT  
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They dont need a more powerful tank.

Go on the 20 person beta server some time

the allies win like %55 of the time

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Subject: RA 1 Mod Suggestion  
Posted by [PsY](#) on Thu, 03 Apr 2003 05:09:44 GMT  
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Here are some glitches/suggestions:

In RA1 the Allies dont have the Phase Transport normally, only in several Mods-As Nod in Renegade does the Recon Bike. Also in those mods the phase transport held more than 1 infantry unit.

You forgot the C4 for Tanya.

You can not target several infantry units (ACK says its not a glitch-so WTF is it then?)

Turrets need more health. A Flame thrower can run up to it and kill it in a matter of Seconds. Pillboxes need to be destructable(Dont know if they already are-havent seen any die yet)

Tesla coil cant fire so much, its a fire-rest-fire-rest attack, not rapid fire for like 10 seconds then rest. Or If it stays the same ROF as it is now, Reduce the damage a little bit.

Rifle Infantry have next to no Ammo. I would suggest giving them much more ammo (a clip of 400) but reducing the first thing you fire(dont know the name-you fire it runs out then you reload) to about 20 if you upgrade the clip amount. If you chose not to do anything, I suggest creating a new weapon somewhat like the C4, but its a grenade and you throw it like the C4 and they each get 1(Not in RA1 but it would make it more enjoyable-because of the lack of anti-vehicle weapons).

Tanya needs double pistols-Colt 45"s, I suggest 1 shot then a very quick reload for them, but its a double barrel weapon so both Colt45"s fire together for one shot-then the reload.

Reduce the Phase Transport's ROF-Its too powerfull.

Make the Tesla Coil a bit thicker (not visually, but so that you can hit it easier from a distance. Takes forever to line up an Artillery with it).

Thief-How will this work? Will there be a weapon that you attack the Silo or Refinery with and it

steals money? What/who would it steal money from? Each player? Or a "money bank" that nonoe originally gets the money from?

Volkov should have a Scope for his Ramjet-Maybe a scope that does not "scope" out so far as a Sniper Rifle?

Yah I know thats a lot not expecting them all-Just some suggestions/glitches.

There should be a sticky noted topic for this....

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Subject: RA 1 Mod Suggestion

Posted by [Sir Phoenixx](#) on Thu, 03 Apr 2003 13:23:29 GMT

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DBBOops I guess I made a boo-boo.....sorry for opening my mouth....I forget that you cant have your own opinion around this place anymore.....bah oh well.

Just because they won't implement your suggestion to screw up Ren Alert? Lol... Whine and sarcastically insult everyone else when you don't get your way. :rolleyes:

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Subject: RA 1 Mod Suggestion

Posted by [DBB](#) on Thu, 03 Apr 2003 22:35:10 GMT

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Sir PhoenixxDBBOops I guess I made a boo-boo.....sorry for opening my mouth....I forget that you cant have your own opinion around this place anymore.....bah oh well.

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Um no. I made a "suggestion" its a beta. I should of gotten a simple no or that would defy the point not rude mushroom comments. So there for if you dont like my freedom of speech, well then your out of luck bro.

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Subject: RA 1 Mod Suggestion

Posted by [Sir Phoenixx](#) on Fri, 04 Apr 2003 02:59:57 GMT

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DBBSir PhoenixxDBBOops I guess I made a boo-boo.....sorry for opening my mouth....I forget that you cant have your own opinion around this place anymore.....bah oh well.

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point not rude mushroom comments. So there for if you dont like my freedom of speech, well then your out of luck bro.

Why does everyone think that freedom of speech is applicable on forums? lol...

AprimeDude,It's based on RA1, not on the magical mushroom land.

L3f7H4nd3dJust because we're deviating slightly from Red Alert doesn't mean we're going to fuck up the entire concept and give the allies a double-barreled tank. :rolleyes:

Aprime  
As I said.

Quote:Dude,It's based on RA1, not on the magical mushroom land.

These were the only 3 replies in this thread that gave negative criticism about your suggestion, and what do you know, they all gave "a simple no or that would defy the point". Your "freedom of speech" (which as I said isn't applicable on forums like this), isn't threatened, not liked, etc. just because you can't take negative criticism, even though your suggestion was really lame.

Why is it lame? Because this is a Red Alert modification, meaning that it's being made after Red Alert, which is very obvious. Adding stuff (giving the Allies the heavy tank and other stuff that they didn't have in Red Alert) would destroy it and defy it's purpose, which was to closely resemble the original game.

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