
Subject: RA1 Q's
Posted by [spreegem](#) on Tue, 01 Apr 2003 23:47:34 GMT
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THIS IS RA1!! I am the Soviets right now and I can build Tanyas, and Mammoth tanks I cant make tesla troops or tesla tanks id it supposed to be like that I dint think it is. Also the Ren alert mod is SWEET

Subject: RA1 Q's
Posted by [Imdgr8one](#) on Wed, 02 Apr 2003 00:26:51 GMT
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The Tesla tank and Shock troopers were in the expansion pack.

Subject: RA1 Q's
Posted by [spreegem](#) on Wed, 02 Apr 2003 00:30:54 GMT
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I never got the expansion :oops: what about me being able to get tanya and the mammoth tank while I was Soviet though???

Subject: RA1 Q's
Posted by [SomeRhino](#) on Wed, 02 Apr 2003 00:40:54 GMT
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Build the tech center, it's the prerequisite for the advanced units.

Subject: RA1 Q's
Posted by [spreegem](#) on Wed, 02 Apr 2003 01:23:09 GMT
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I thiught that Tanya was Allied not Soviet so how could I build her when I was Soviet also isn't the mammoth tank From CnC Tiberian Dawn

Subject: RA1 Q's
Posted by [Deafwasp](#) on Wed, 02 Apr 2003 02:46:23 GMT
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FOOL

Subject: RA1 Q's

Posted by [Sir Phoenixx](#) on Wed, 02 Apr 2003 02:55:53 GMT

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spreegeml thught that Tanya was Allied not Soviet so how could I build her when I was Soviet also isn't the mammoth tank From CnC Tiberian Dawn

OMG...

You never played Red Alert before?

The soviets had the Mammoth Tank. And yes the Mammoth Tank did come from TD, as did the majority of the RA1 units.

And I'm not sure, but I think the Soviets got Tanya in MultiPlayer because it balanced the game.

Subject: RA1 Q's

Posted by [General Havoc](#) on Wed, 02 Apr 2003 11:32:28 GMT

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Yeah in the actual campaign Tanya was an allied special unit, you will remember the first mission and the one where you had to rescue her from the soviet tech centre. This was the same fro RA2. But in multiplayer of RA1 Tanya was soviet and also Allied for balancing issues i think. I think maybe Tanya's could be available to both sides in Ren Alert. If not then i suggest having Tanya as Allied and then Stavros (don't know if i spelt it correct) as Soviet with an equal weapon to Tanya. This way would make more sense.

Also does anyone know if the helipad carrier appeared in RA : Aftermath? There was a model for this unit in the mix files but i don't remember it in the game. It was a water unit, basically a floating helipad on the water.

_General Havoc

Subject: RA1 Q's

Posted by [spreegem](#) on Wed, 02 Apr 2003 11:50:40 GMT

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:oops: :oops: ohhh I never played RA1 on Multiplayer or skirmish untill yesteday I dont Know y
:oops: :oops:

Subject: RA1 Q's

Posted by [Sir Phoenixx](#) on Wed, 02 Apr 2003 13:27:23 GMT

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I thought the heli carrier was a hidden/secret/not-used unit in RA2?

(There wasn't any playable heli carrier in RA1 without mods or anything like that)

Subject: RA1 Q's

Posted by [killakanz](#) on Wed, 02 Apr 2003 14:03:27 GMT

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The heli carrier was a multiplayer Aftermath unit for the Allies I think.

Subject: RA1 Q's

Posted by [L3f7H4nd3d](#) on Fri, 04 Apr 2003 02:59:02 GMT

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General HavocBut in multiplayer of RA1 Tanya was soviet and also Allied for balancing issues i think. I think maybe Tanya's could be available to both sides in Ren Alert. If not then i suggest having Tanya as Allied and then Stavros (don't know if i spelt it correct) as Soviet with an equal weapon to Tanya. This way would make more sense.

_General Havoc

Stavros was a weenie...not to mention Allied as well. :rolleyes:
