

Command & Conquer: Red Alert Retaliation Unit Health List/Specials FAQ

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Updated on Oct 26, 2002

COMMAND & CONQUER

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RED ALERT + RETALIATION (PSX)

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Unit Health list & guide to "Specials"

(c) Gunbladelad September/October 2002

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Legal Stuff

I'll get this out of the way first. At present, only 4 websites are permitted to display this guide. These are listed at the end of this guide and on my website. My website will always have an up to date list of permitted websites. Anybody else who wishes to display this on their website MUST get explicit permission via email. The address is given at the top.

ENSURE YOU GIVE A TOPIC OR THE EMAIL WILL BE ERASED WITHOUT BEING READ!

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Introduction

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Although this is intended to aid playstation owners, the values have come from the "Rules.ini"

file which is used on the PC version. As such, it may not be 100% accurate.

This is only

intended as a rough guide, rather than a definitive list. Full credit goes to "Machinegun"

from the PC Red Alert board, as without me downloading the "INI Package" from his website, this

guide would not exist.

Also, let me know if any of this information is seriously wrong, and I'll

correct it ASAP.

Hopefully I've got it all correct here. You can let me know on the GameFAQs PSX C&C

Retaliation message boards, or by email.

In-Game limits

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As I mentioned before, this is the PC specific limits, but I don't think that the PSX version would be much different. This section is only a rough guide - not fact.

- Aircraft - 100
- Animations - 100
- Building - 500
- Bullets - 50
- Factories - 32
- Infantry - 500
- Projectile - 20 (projectile types, not actual projectiles)
- Team - 60 (Unit limit per team)
- Terrain - 500 (scenery)
- Vehicles - 500
- Vessels - 100
- Warheads - 10 (warhead types, not actual warheads)
- Weapons - 55 (weapon types, not actual weapons)

Country Stats

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Although I have listed the details for all the in-game stuff below, each country has an advantage over the others in some respects. There are other countries listed in the file, but they only have a standard deal.

- England has 10% more Armour
- Germany's weapons have 10% more power
- France's weapons fire 10% faster
- Ukraine's units move 10% faster
- Russia gets a 10% discount on prices.

Unit Statistics

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This section, I've done in the form of a table so that I can cover the unit stats including the cost, HP, speed, and weapon. I have also included a brief comment beside each one, based on my personal opinion. I have split the units into types, which should hopefully make it easier to find the units you want to check up on.

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| Name          | Cost | HP  | Armour | Speed | Weapon          | Note
|
|=====|
| MAD Tank      | 2300 | 300 | Heavy  | 3     | Timequake      | This does 40-45%
damage          |
|               |      |     |        |       |                 | opposed to the
usual          |

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							33%. Range is 20 squares

Tesla Tank	1500	110	Light	8	Tesla Zap	Also acts as a Radarjammer	

Chrono Tank	2400	350	Light	5	Rockets	Cannot teleport in groups	

Demo. Truck	2400	110	Light	8	Demo Charge	Ideal suicide units, as they carry a nuke that goes off when it reaches it's target or destroyed	

Phase APC	800	200	Heavy	10	AP Tusk	Not buildable! Available in one mission only	

Radar Jammer	600	110	Light	9	None	Disables enemy radar & some AA defenses. Jamming radius=15 squares	

A. Minelayer	800	100	Heavy	9	AV Mines	Lays Anti-Vehicle mines	

S. Minelayer	800	100	Heavy	9	AP Mines	Anti-Personnel minelayer	

V2 Launcher	700	150	Light	7	Scud	Very slow to reload - Keep behind your main forces	

Light Tank	700	300	Heavy	9	75mm Cannon	Allied light tank. Go for instead. for medium tanks	

Med. Tank	800	400	Heavy	8	90mm Cannon	Best standard Allied tank.	

Heavy Tank	950	400	Heavy	7	105mm Cannon	Standard Soviet tank.
-----+-----+-----+-----+-----+-----+-----						
Mammoth Tank	1700	600	Heavy	4	120mm Cannon	Also has rockets and can
					Mammoth Tusk	also repair itself to 50%
-----+-----+-----+-----+-----+-----+-----						
Mob. Gap Gen.	600	110	Light	9	None	Creates "Shroud" covering
						a small area around itself
-----+-----+-----+-----+-----+-----+-----						
Artillery	600	75	Light	6	155mm Cannon	Allied long range weapon
-----+-----+-----+-----+-----+-----+-----						
Harvester	1400	600	Heavy	6	None	Your link to the cash. Can
						also heal to 50%
-----+-----+-----+-----+-----+-----+-----						
M.C.V.	2500	600	Heavy	6	None	Deploy to start your base
-----+-----+-----+-----+-----+-----+-----						
Ranger (Jeep)	600	150	Light	10	Machine Gun	Allied scouting vehicle
-----+-----+-----+-----+-----+-----+-----						
APC	800	200	Heavy	10	Machine Gun	Carries 5 infantry
-----+-----+-----+-----+-----+-----+-----						
Convoy Truck	500	110	Light	10	None	Not buildable!
=====						
Submarine	950	120	Light	6	Torpedo	Basic Soviet naval vessel
-----+-----+-----+-----+-----+-----+-----						
Missile Sub	1650	150	Light	5	Sub Scud	Soviet First strike ship
-----+-----+-----+-----+-----+-----+-----						
Gunboat	500	200	Heavy	9	2 Inch Guns	Light Allied attack ship
-----+-----+-----+-----+-----+-----+-----						
Battleship	1000	400	Heavy	6	Stingers	Allied Medium attack ship
						with AA capability.
-----+-----+-----+-----+-----+-----+-----						

Cruiser beast. Can bases!	2000	700	Heavy	4	8 Inch guns	Allied Navy destroy whole
-----+-----+-----+-----+-----+-----+-----						
Transport 5 units	700	350	Heavy	14	None	Can carry up to
=====						
MIG Jet structures	1200	50	Light	20	Mavericks	Best used on
-----+-----+-----+-----+-----+-----+-----						
Yak Fighter infantry.	800	60	Light	16	Chain gun	Best used for
-----+-----+-----+-----+-----+-----+-----						
Hind Helicopter	1200	225	Light	16	Chain gun	Soviet Attack
-----+-----+-----+-----+-----+-----+-----						
Longbow helicopter	1200	225	Light	16	Hellfires	Allied Attack
-----+-----+-----+-----+-----+-----+-----						
Chinook transporter	1200	90	Light	12	None	Infantry
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Attack Dog killing spies.	200	5	None	4	Dog Jaws	Ideal for
-----+-----+-----+-----+-----+-----+-----						
Rifleman soldier	100	50	None	4	M1 Carbine	Basic foot
-----+-----+-----+-----+-----+-----+-----						
Grenadier dies	160	50	None	5	Grenades	Explodes when he
-----+-----+-----+-----+-----+-----+-----						
Rocket Inf. able to give	300	45	None	3	Redeye / Dragon	Only infantry AA defence
-----+-----+-----+-----+-----+-----+-----						
Flamethrower separate, as they	300	40	None	3	Flamethrower	Keep them
 blaze of glory!						go out in a
-----+-----+-----+-----+-----+-----+-----						
Engineer buildings when the	500	25	None	4	None	Captures
 66%						damage is over
-----+-----+-----+-----+-----+-----+-----						

Spy	500	25	None	4	None	Allows you to find out some
						things from the enemy.
Thief	500	25	None	4	None	Steals about 50% of enemy's
						cash from refineries
Tanya Adams	1200	100	None	5	Twin Colt.45	Can destroy buildings.
Field Medic	800	80	None	4	None	Heals your infantry.
Civilians	N/A	25	None	5	Pistol	Technicians fall into this
						category.

Structure Statistics

As above, this part is in the form of a table. I just decided to separate the 2 bits so that you wouldn't be reading one giant table. Makes things easier to find too. I haven't yet included the fake structures that the Allies can build on some missions. I will if it's requested by anyone, however. Post to the message boards if you want them.

Name	Cost	Armour	HP	Note
Pillbox	400	Wood	400	Allied defensive structure using miniguns
Camo. Pillbox	600	Wood	600	Harder to see version of the pillbox
Gun Turret	600	Heavy	400	Allied defense against vehicles.
Flame Tower	600	Heavy	400	Soviet anti-personnel defenses
Tesla Coil	1500	Heavy	400	Ultimate land defense - Needs LOADS of power

AA Gun	600	Heavy	400	Allied AA Defensive structure
SAM Site	750	Heavy	400	Soviet AA Defensive Structure
Gap Generator	500	Wood	1000	Creates an area of shroud to block the enemies view of that area. Useless with all map code or against AI opponents.
Iron Curtain	2800	Wood	400	Allows you to make a vehicle/structure invincible for a short time
Chronospere	2800	Wood	400	Allied teleportation device. Causes the Timequake / Chronal Vortex 20% of the time
Nuke Silo	2500	Wood	400	Allows launching of a Nuclear Missile.
Command Centre	N\A	Wood	400	Available pre-built in some campaigns.
All. Tech Centre	1500	Wood	400	Allied Advanced Weapons research Facility.
Sov. Tech Centre	1500	Wood	600	Soviet Advanced Weapons research Facility.
War Factory	2000	Light	1000	Vehicle construction factory.
Shipyard	650	Light	1000	Allied Naval Shipyard
Subpen	650	Light	1000	Soviet Naval shipyard
Construction Yd.	N/A	Heavy	1000	A deployed MCV. The centre for your base.

Refinery	2000	Wood	900	The centre of your cash-flow. Defend this well
Ore Silo	150	Wood	300	Holds 1500 credits, the refinery holds 2000.
Helipad	1500	Wood	800	Each side's allows construction of different helicopters. Soviet=Hind, Allies=Longbow
Radar Dome	1000	Wood	1000	Allows you to see the areas you've explored on the map.
Airstrip	600	Wood	1000	Allows the construction of soviet planes
Power Plant	300	Wood	400	Supplies power to the base.
Adv. Power Plant	500	Wood	700	Twice the power, but is it worth the risk? Two of these can supply power for 3 Tesla Coils
Barracks	300	Wood	800	Produces infantry. Although they may look different they have the same stats.
Kennel	200	Wood	400	Allows you to train Attack Dogs.
Service bay	1200	Wood	800	To fully repair a unit, it will cost 20% of the original cost. 10hp is restored with each animation cycle
Sandbag Wall	50	None	1	Only able to block most basic infantry.
Chainlink Fence	75	None	1	Another basic barrier


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|-----+-----+-----+-----+-----+-----+-----|
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| Concrete Wall | 100 | None | 1 | Strongest out of the 3 basic
barriers available |
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Bonus Crate Contents
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This is a complete list of the bonus crates you may pick up in a skirmish / Linkup battle. Water crates always hold the money bonus. I've simply put "Unknown" where I haven't seen the ingame logo for the crate. These are the Timequake (Rare in the game anyway), and the invisibility powerup.

All crates that give a beneficial effect to your units have a radius of 3 squares. There is also a 20% chance of a water crate on levels that have water on them.

Table with columns: Bonus, Pickup Logo, Notes. Rows include: Armour (Steel plate), Cloak (Unknown), Shroud (Broken Globe), Bang (None), Napalm (None), Firepower (Diagonal missile), Heal (Atom).

Nuke	ICBM	A one shot Nuke. Charges as normal first
Money	Dollar symbol	An instant 2000 credits
Parabomb the original	Skull (I think)	A "Parabomb" strike. Very poor compared to C&C's airstrike. It's mainly useful against infantry on a linkup.
All Map like the	Globe	Removes the shroud from the entire map, just Allied side's GPS
Sonar chasing	Sonar Screen	A one shot Sonar Pulse. Useless unless you're Subs, and then it's pretty darn useful!
Speed the unit	Lightning bolt	Almost doubles the unit's speed. Only affect that collected it.
Squad	None	A squad of 5 Random infantry
Unit circumstances	None	A random vehicle. This can change with your
Invincible	Iron Curtain	Instant Invincibility lasting exactly 1 minute
Timequake units /	Unknown	The "Cronoquake". Does 33% of full damage to structures within a set radius

Glossary

Allies - A group of countries that have joined forces against the massive soviet invasion. The senior officers come from separate countries,

and volunteers such as Tanya Adams are held in high regard.

Chronosphere - A time travel device created by Einstein. In the game itself, it basically teleports a unit to another location. The unit will teleport back to it's original location after a set amount of time.

Chronotank - A tank that has been modified to teleport without causing time disruptions or the requirement to teleport back to the original position after a set time.

Einstein - A world famous scientist. In the C&C universe he alters time by going back and "removes" Hitler from time itself shortly after World War 1 simply by shaking hands. I am currently unsure of the theory about this, but apparently things transported in time apparently cannot touch things in the target time or that thing (in the past) will be destroyed.

Gen. Carville - An American General. The US joined the war against the soviets late on in the war, and are helping push back the soviet aggressors.

Kane - Stalin's mysterious Advisor. His name is known to few people. Perhaps he is responsible of Stalin's promotions of certain people.

Nadia - One of Stalin's chief military advisors. Rumours are that Stalin selected her on the basis of her looks as well as her talents.

Prof. Tesla - A scientist who discovered certain aspects of electricity. In the C&C universe his work has been used in the creation of weapons. In real life his findings have lead to the creation of strip lights, and energy-saving lightbulbs. I mention him here purely because his name is used in the Weapons.

Soviets - The soviet army. Centered in Russia. Stalin, the Soviet leader (unopposed by Hitler in the C&C universe, due to Einstien's experiments) has decided to make the whole of Europe into the "Continent of Soviet Union", despite the wishes of the other countries to rule themselves.

Stalin - The soviet leader. His wish is to make all of Europe into one Soviet state. He is extremely ruthless, and does not hesitate to kill any he suspects may be disloyal to his rule.

Stavros - One of the Allied Generals. He is one of the 2 main Commanding Officers in Red Alert.

Tanya Adams - A mercenary working for the Allies. Her weapon of choice is 2 Colt .45 pistols. She also has extensive training including demolition skills. An excellent soldier for all situations.

Timequake - An Earthquake that is also caused by the Chronosphere time disruptions.

Gen. Topelov - A soviet General. He's dissatisfied with his job, and currently seems to be losing the taste for war. So far, Stalin has not found out.

PERMITTED WEBSITES

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This is simply a list of websites that have permission to display this. My own website will have a separate page giving a up to date list of all websites permitted to display my guides.

1. My personal website (www.geocities.com/gunbladelad)
2. GameFAQs (www.gamefaqs.com)
3. German Gaming Website (<http://DLH.net>)
4. Neoseeker (www.neoseeker.com)

Version History

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0.1 - Decided to make a unit FAQ to go alongside my main guide. Saved it onto Floppy with

the ".INI package" from "Machinegun's" website.

1.0 - Initial release. It was done during my spare time at work while my monitor was being

used by other family members. Moved "Chrono Information" to the main guide

1.1 - Tidied up the whole lot, got rid of a bunch of typing errors, and redone some

information. Still haven't bothered to include Fake Structure data, but added some

stuff I noticed I'd missed out. Chrono information stays in the main guide for now.

Also added permitted websites after 2 other websites showed interest.

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