

(Please note: These are only a few of the new units in Red Alert 2. A complete unit list will be released soon.)

Some of the Allied Arsenal

INFANTRY:

Spy: The spy is sneaky. In “disguised mode,” the spy looks friendly to enemy forces. He can also steal enemy technology and credits. Beware, even the Spy can't fool the attack dogs.

Tanya: This saucy soldierette carries C4 charges to flatten enemy buildings and sink ships with one hit. She can also swim. On the down side, Allied regulations prohibit bikinis in the theater of war.

Chrono Legionnaire: With his time-warping chrono suit, the Chrono Legionnaire can teleport from place to place. Has a slow rate of fire but one hit automatically erases an enemy unit from history.

GI: The GI is the basic Allied foot soldier. He is a far superior soldier to the Soviet Conscript and can usually get at least a 2:1 kill ratio against Soviet soldiers. The GI will lie down and set up his bi-pod machine gun when he is idle for a short period. He will not do it in combat nor will he do it on the move, in these cases he fires standing. If he is engaged while in bi-pod mode he will stay in bi-pod to fight the enemy.

ROCKETEER: With his rocket pack and a bazooka, the rocketeer shuns walking in favor of flying, making him excellent for quick counterattacks. The unit will take the scenic ground route if ordered to force-move.

STRUCTURES:

AIR FORCE COMMAND: This provides the allies with radar and serves as a location to land four aircraft units.

PRISM CANNON: Fires chromatic beams at enemy units, giving new meaning to the term "shedding light on the situation." Prism Cannons can work together to create a web of Prism defense.

WEATHER CONTROL DEVICE: This device allows the player to access the Lightning Storm special ability.

CHRONOSPHERE: Used to create the Chronosphere special ability, which allows for teleportation.

SPY SATELLITE UPLINK: The building that allows the Allied player to see the whole map. Once the uplink is built, the entire map is cleared of shroud. If the uplink is destroyed, the player's shroud resets.

GAP GENERATOR: This cloaking device can hide associated units from enemy site. When deployed, the Gap Generator turns into a "Super Gap Generator" that consumes four times the amount of power but has a wider area of affect.

POWER PLANT: Generates the base's power.

SOLAR REFRACTOR: This huge mirror can focus solar energy into a beam of light that easily bounces off objects to hit nearby enemy units. The Solar Refractor's beam can bounce many times, striking multiple targets..

REFINERY: Turns Ore into credits, so you can buy all those fancy things.

BARRACKS: Training facility for Soldier units.

WAR FACTORY: Manufacturing facility for vehicle units.

NAVAL YARD: Manufacturing facility for naval units.

BATTLE LAB: Specialized lab that gives the Allies access to a number of advanced units.

SERVICE DEPOT: Repairs vehicles and can also re-arm the BlackHawk and the Mine-Layer.

ORE PURIFIER: Once built, the efficient Ore Purifier gives the owning player +20% credits whenever a shipment of ore or gems is brought back to any refinery.

CONCRETE WALLS: Standard walls to keep out pests.

PILL-BOX: A tough little anti-infantry emplacement that's a formidable defense.

PATRIOT MISSILE SITE: Shoots down enemy aircraft with missiles.

Solar Refractor: This huge mirror and focus device solar energy to focus a beam of light that easily bounces off objects to hit nearby enemy units. The Solar Refractor's beam can bounce many times, striking multiple targets.

UNITS:

Aircraft Carrier: Launches aircraft that attack enemy targets. Aircraft replenish automatically at no cost to the player.

Dolphin: Flipper with an attitude: sub-surface unit that can devastate enemy forces with a special sonic attack. Also can detect enemy submarines.

GRIZZLY BATTLE TANK: The standard Allied forces tank.

INTRUDER: This attack aircraft is the stock Allied air force.

CHRONO MINER: This efficient mining vehicle harvests ore, and then automatically teleports back to the refinery when done. Must still drive to ore site once it has unloaded its ore. Miner will drive home if Refinery has another Miner in it.

AEGIS CRUISER: This pricey anti-air ship returns investment handsomely -- a single unit can shoot down anything flying in great numbers, making it the perfect anti-aircraft weapon.