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Red alert transformers armada

Slideshow {CURRENT_SLIDE} from {TOTAL_SLIDES} - Shop by BrandGo to previous slide - Store by BrandHasbroTakaraUnbrandedTOMYGo to next slide - Store by brand name sharing or red alert term refers to more than one character or idea. Look for a red alert (disambiguation) for a list of other meanings. The red alert was once a fierce warrior. It wasn't until he was severely wounded and lost his hand forever in battle, which was able to sit back and realise how terrible the war was. He is now a reluctant fighter and somewhat emotionally isolated, preferring to repair his friends rather than tearing down his enemies. That doesn't mean he's a coward now. On the contrary, when an Autobot colleague on the battlefield needs his immediate medical attention, he will be there no matter what it takes. He's a great physician and scientist, but he's also very cautious, his nominal minicon partner is Longarm, though during the search for the cyber planet keys, he was accompanied to Velocitron by the head of the soil. Japanese Armada Name: Japanese Ratchet Name Cybertron: First Aid, First Gunner (Cybertron Defense) Hungarian Name: Riadó (Warning) Polish Armada Name : Alarmus (Alertus) Russian Name: Panikeer (Паникёр, Horror Maker) Ukrainian name: Trevozhneek (Тревожник, Alerter) Fictional Cartoon Continuity Armada Sound Actor: Brian Dobson (US), Ikuya Sawaki (Japan), Klaus Brockmeyer (Germany) I want to tell you about Transformers! This article is the character of a tenacious and lost information in his fictional appearance. You can help Teletraan I: Transformers Wiki by expanding it. The Red Alert was one of the first three Autobots to hit the ground in response to the minicon beacon. Shortly after arriving, he gained the alternative shape of a patrol rescue S.U.S. along with a devastated robot mode. She made a gorgeous appearance along with a hot shot and Optimus Prime just in time to fight the Decepticons who happened to be there in their new forms chasing some man. After Megatron fell along with the Leader-1 and on its back from its conversion, Red Alert and Hot Shot discovered two other mini negatives, easily buried there (which Longarm will be a red alert partner) and along with them to win the battle. The autobots then formally introduced themselves to humans and then proceeded to build the base. In subsequent battles a red alert was shown to clash with the hot shot. The two were shown to be at odds with their characters, but their relationship improved when Hotshat was taken hostage because he had encountered three decosticones while searching for a minicon in the Arctic. Red Alert was also the team's primary physician, and was adept at both fighting and healing. It became clear that he worked much longer than Hotshat with Prime. Red Alert often fought Starscream as an equal. On several occasions, the Red Alert chose to stay behind with the guys at base and indirectly take part in battles. When ahead revealed his true colors Joining the Autobots, Red Alert was only one on the prime side to the Foxes trust, knowing full well the two ways back together went. His unfleeting trust proved true when facing a prime rescue by scooping him in vehicle mode thus preventing him from falling into a cliff. When autobots and Decepticons fought on an island, with tides both literally and figuratively transformed by the arrival of the massive Decepticon tidal wave, Sideways chose to contact the Autobots base, occupied by the Street Action Team, children, and red alerts, and revealed the existence of requium blasters. After the Skyblast minicon both woke up and were discovered in deeper parts of the Autobots base, a warped red alert to deliver the kids and Minicons to the battlefield just in time for the space team to unite and combine. After the dexticones arrived and stole the blaster, the red alert was able to save the Smokescreen spark. Despite initially detecting red alert makeup was able to save Smokescreen and create a whole new and more powerful body. After Optimus Prime temporarily died a red alert helped calm the hot shot down along with the rest of the Autobot crew. He was one of the first to find out what was going on when the robotger attacked the hot-shot and then chose to join Frye along with the rest of the autobots and all the mini-canes. He was the main worker in the construction of the new autobots. After Prime's return, red alerts and hot shots were sucked into a wormhole only to find themselves on a planet made entirely of salt. They were then joined by a dark, red-windowed gray prime. They were found by Megatron, Starzcras and Demolisher, who attempted to attack them, and then became more upset when Prime, who had followed them, revealed himself to be Nemesis Prime. While all parties were pummeled by the ruthless, minicons suddenly began to rise and shine; they then update two Autobots and three Decepticons now, with them all appearing in new colors. Decepticons proceed to esacape, with Megatron firing Requium blasters on autobots' ships. When the autobots returned to cybertron, they discovered that decepticons had already begun conquering the planet. When the hot shot wanted to attack the Lair Decepticons in Cybertron, the red alert helped him by disguising one of the landing pods as an asteroid. The plan worked as the hot shot was able to pass the innitable Armada Decepticon. After the attack on Unicron began, the red alert helped children return to Onykron by returning them to the small teleporter beneath the cybertron they had once been before. He managed to get them through at the right time as the place began to crumble and he buried himself. He managed to free himself from the stack in time to see bringer chaos staring right at Cybertron. After the failure of Unicron Red Alert helped rebuild Cybertron and must have had many bots to fix. Sabertron cleans it up. Too many then. I want to tell you about transformers! This article is the character of a tenacious and lost information in his fictional appearance. You can help Teletraan I: Transformers Wiki by expanding it. This article needs cleanup to meet teletraan I quality standards: Transformers Wiki.Please discuss the topic on the page or send this tag with a more specific message. This article has been tagged since December 2019. {{{2}}} Red Alert as a... Rocket truck? Sound recordtic: Brian Dobson (USA), Yasviuki Kass (Japan), Robert Cotula (Germany) spoke during the series, a red alert with a Kakney accent. The red alert was on the space station when it tried to stop Unicron's singularities with a network of lasers. Obviously, it failed, so he was shipped to Velocitron with a hot shot (poor guy). He had to keep him away from the Natives! And then the hot shot saved the brakes and the Clocker from Crumplezone and Ransack. The hot shot went off to ignore the race and ran her ragged herself. Then here came Optimus Prime. Red, along with Landmine and several other autobots, took part in the big race. Then he went to earth again. He was almost transformed into slag by Megatron and his new game later. Then he was repaired by some light and was shipped to Cybertron to destroy scrapmetals. The Vim View Armada Comics continuity of the 3H comic world red alert (or the alternative visualization of the world of him) was one of countless Cybertrons held captive by Unicron agents and imprisoned in the Cauldron Arena. The quick thinking of Trail Break and Silverbolt freed them, and the red alert participated in the great escape. Presumably, thanks to the power of the primrose, he would have moved on to his proper next if this incarnation was not an alternative to the universe of character, his appearance in the fictional stories of the cosmos might explain why he was absent during the Energon series. Transformers PlayStation 2 play sound actor:: Daran Norris when Optimus Prime took to the field, red alert served as his dispatcher, alerting him over the radio to mission targets and giving him a warning. The content of the red alert cyber key code fought alongside Optimus Prime, Landmine and Jetfire until one day Starscream used its Energon Saber to amputate his hand. The red alert never forgived him, the red Armada toy UH-LURT! Red Alert w/Longarm (Max-Con, 2002/2003) Japanese ID number: MC-02 Accessories: Claw-missile, disc, 2 hand-attachments Red Alert transforms into a white BMW X5 rescue SUV. When a minicon connects to the minicon port riding on its hood, the grill springs open. Drag again in the connected minicon launching rescue disk/rocket. Similarly, when a minicon is used on its emergency lights port and driven forward, flash sirens and an audio chip announces red UH-LURT! WOO-WOO-WOO-WOO-WOO-WOO! (Naturally, the Japanese version has different sounds.) In robot mode, pulling back on the minicon opens the shoulder mounting rocket/rescue launcher buckle, which can also And he held his hand. His right foot guard contains several tools that can be attached on his left wrist socket, while his left foot guard can be revealed to become a minicon repair bay. He comes with his minicon partner Longarm. The Takara version has some slight color usage differences from the Hasbro version, which is mainly a detached autobot badge and the addition of dark blue on its knees. The format was later used to make The Energon Provel and the film Inferno. Red Alert (Premium Fast Food, 2003) This simplified version of Red Alert features a pull-back engine that zips him along in SUV mode. The toy also features Powerlinx plugs, which enable him to form the leg of a really silly-looking super robot along with the Happy Meal versions of Optimus Prime, Smokescreen and Hot Shot. PX ORANGE UH-LURT! Powerlinx Red Alert w/Longarm (Max-Con, 2003) Japanese ID number: MC-12 Accessories: Claw-missile, disc, blaster hand-attachment, triple-blaster hand attachmrnt This is a predominant orange redeco of Armada Red Alert, with white stripes and 'RESCUE' tampographed lettering, giving him a more beach-rescue vibe. He retained all the same gimmicks and sounds as the previous version of the template, as well as longarm redecoed. The Japanese version has some little color software differences, mostly extra metallic red paint on your arms (especially your right hand), and removes emergency text on your hood. BTR Red Alert's left hand is restored by the power of nine Lego. Red Alert w/Longarm (Made into Law, 2003) Accessories: Three rocket ones larger built into the law suite, red alerts can be made to emergency SUVs, robots, or whatever their imagination can make of the blocks provided. The series features a large three-missile Gatling Cannon pressure launch. He also came up with a block version of Longarm. Cybertron cut you off, Geiser! Red Alert (Deluxe Class, 2005) Japanese ID Number: GC-11 Accessories: Attach clamp, join hammer, cyber-key cybertron ground red alert becomes a Dodge Magnum emergency vehicle. Plugging a cyber planet key into the back of your car mode makes two side panels back to pop up and reveal two non-firing spring forward blasters. This gimmick is preserved in robot mode, where they become blasters over the shoulder. He has an unusual transformation sequence in which both the front half and rear of the vehicle mode come together to form his legs. His hood halves open up to reveal storage space for additional tools (an open head and claw hammer) that can be attached to the blaster of his left arm. He came up with a silver Frontier Earth-style cyber planet key that manipulated the d26w key code on the back in the Hasbro version. Subsequent releases of the mold had few condensations made in foot parts to allow them to clip better together. Takara's version of the game lacks gold on the shoulders of the robot mode. This template was later used to make balls, and movies-verse live-action BK Red Alert (Premium Fast Food, 2005) Available only as part of burger king's cybertron upgrade, this version of Red Alert is a much simplified version of the original game, transformed into a Dodge Magnum emergency vehicle, devoid of any gimmickry... And that includes functional wheels. That's right, the game doesn't even roll in car mode. CybCD nOw mY sHoUldEr rEalLy hUrTs Cybertron Defense Red Alert[1] (Ultra-Class, 2005) Japanese ID number: GC-21 Accessories: Rocket, small missile, clamp attachment, hammer attachment, Cybertron Autobot Cyber Key An upgraded, all-new tooling of Red Alert. He is now turning into a BTR-90 armored carrier fitted with a rocket mounted on top similar to a SCUD launcher, perhaps he is trying to make up for something with it. To the left of the mode, his car has a flip-up without firing two blasters, which can also be used in robot mode. Importing a cyber key to the back of the rocket makes it in half, activates sound and electronic lights, and exposes the built-in spring-filled rocket launcher as a laser launcher. In robot mode, the red alert eventually has two natural robotic hands, but he comes with a shield that, when a key arrives, flips a multi-instrumental arm that can be equipped with several tools stored in his shins (a hammer filled with spring heads or claws), mimicking his old arm-tool. This shield can be mounted on both arms. He comes with Cybertron-Autobot Cyber Planet Key; The mold was also used to build the unique 2006 Botcone dawn past the future of megatron and the cosmos countdown. TinyTin Red Alert with Chief Dirt (Multi-Pack, 2005) Accessories: Attached Clamp, Joined Hammer, Cyber Earth Key This Wal-Mart is an exclusive version of a luxury red alert size packed with a small tin version of armada mini-con dirt boss. Your red alert is identical to your normal freedom. VsSideways Critical Route (Multi-Pack, 2005) Accessories: Attached Clamps, Hammer Attachments, Cyber Ground Keys These two packs of luxury red alert sizes and Cybertron tuck toys were only made available in target stores, retailing for $16.99. Toys are the same as their individual release. LOC say 'ello to 'ittle my frien'! Red Alert (Cybertron Legends, 2006) A highly simplified version of the visualization of red alert cybertron defense in terms of detail and expression, the game be made available in the third wave of the Cybertron Legends series. The missile is forever in its open splinter mode. The template was later used to make perceptor and Universe Onslaught classics. Notes Armada Red Alert game WOO WOO Sonic Effect has since become a famous one in a joke on the Transformers fandom. For a short time, it has also become something of an impromptu slogan among fans at the Transformers Convention. At the start of hasbro's OTFCC 2003 panel, numerous fans reportedly began chanting WOO WOO WOO! To the original From Hasbro designer Aaron Archer, until he realizes what is happening. Mass: 3,838 pounds Robot height: 19' 8 high speed robots: 37 mph Vehicle height: 7' 3 High vehicle speed: 155 mph Car power: 450 hp @ 6600 rpm According to Aaron Archer, red alert head sculpture looks based on RoboCop, therefore its character and adjective. External links ^ probably because the Western name for the Vanguard team (Cybertron defense team) was decided very late in the game, the initial batches of the game available in retail and from online stores lack cybertron defense part of the name in the packaging. However, the wider version with full name was found within just a few days of the original version's initial retail vision. Community content is available under CC-BY-SA unless otherwise noted. Mentioned.

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