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Subject: Renegade Alert Missile Sub

Posted by [Aircraftkiller](#) on Wed, 07 Jul 2004 18:09:08 GMT

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Quote:Seeing as I was IN the Navy and studied Soviet Missile platforms before you were a teenager, I won't take your word on this.

What you studied and where you were is irrelevant, unless you somehow made it over to the Red Alert universe to tell the Soviet Union that it was stupid to create something like that, you're still wrong. It belongs and is staying the way it is.

I don't care if it's a feasible submarine design or not. What I do care about is that it can work in the game and that it looks good, and both are true. I gave you a simple backstory that's generally accepted by everyone in C&C and that should be the end of it. If you don't like how the unit was made, go back to 1996 and tell them how to redo it to be better.

This is a fight you won't win, regardless of what you think qualifies you to speak on the matter of a fictional submarine in a fictional universe with a fictional weapon.

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