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Subject: Re: Red Alert 2: Apocalypse Rising

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 02 Jan 2007 07:13:49 GMT

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Chronojam wrote on Sun, 31 December 2006 19:29 You're so unappreciative of her breach of loyalty. Anyways, back on topic now. How are you going to handle the Apoc against infantry-- let their rockets do damage, blast radius on the shells, or what? Also, are you going to use a modified version of kgbspy's veterancy scripts?

The rockets for the Apoc tank in Ra2 were SAMs, I dont remember them shooting at any ground units. The cannons however were really powerful, even against infantry, they took out GI's in two hits.

Will it be the same in Apoc Rising?

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