Wrong!!!!

Try:

-1 Create_Object,  0, "nameofplananimation", 0, 0, 0, 0,
-1 Play_Animation,        0, "nameofplananimation.nameofplananimation", 0

-0 Create_Real_Object, 1, "GDI_A10_Flyover", 0, "Plane"
-0 Attach_To_Bone, 1, 1, "Plane",
-300 Destroy_Object, 1

-150 Create_Real_Object, 2, "RocketYouWIllMake", 0, "Weapon"
-150 Attach_To_Bone, 2, 2, "Weapon",
-200 Destroy_Object, 2

-200 Create_Real_Object, 3, "New Invisible Box", 0, "Weapon"


Now the easyest way to make the rocket is to make a new vehicle preset and give it the 3d model
of a rocket (or you could attach one in the RenX animation either way.

Explosion is the difficult part, the easiest way I find is to either make the beacon it self explode, or
you could make a new preset with "SUR_Timed_Death" attached to it (time value of zero, damage
of "9999" and warhead of "blamoKiller") then make the invisible boxes death explosion really big.

Oh, and as a side note: w3d files can never be real objects and presets can never be
Create_Object.