Create a new animation in renx (from scratch tho) I did that to with a couple of guns. But its pretty hard to make it look right.

Open XCC Mixer and extract all files that start with h_ (that are the animations)

Open w3dviewer.

Open S_a_human
then open a character model

Open the h_ files in w3dviewer and just search untill you see the animation of helding the rocket launcher.

If you found it you will know on which name you have to export it for the bazooka.

If you are going to do this, tell me when you found the gunner animation, then i'll help u further.