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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Nodbugger](#) on Sat, 06 Dec 2003 18:38:00 GMT

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warrantoNodbuggerwarrantohmmm.. maybe that should have been explained to westwood before production of the game. As it's a Red Alert conversion, they were sort of limited by Westwood using "real" weapons.

Ya? And westwood used them they way they worked plus the stinger is no where to be found in the red Alert instruction manual!

And who's missing the point on what real military technology can do? Take a look at the pic of the rocket launcher in Red Alert. It's a standard launcher. Effective against ground units such as tanks. A standard rocket launcher however has no effective anti air capabilities (this IS WWII remember). sure if an aircraft was stationary it could take it out, but it has no capability to lock on to the target.

But whatever, if you feel that a high explosive round will do absolutly no damage to a tank, then I guess thats what your going to believe regardless of what anyone else says.

A bottle rocket is high explosive i guess they could take a out a tank?

And there is not enough power to take out a tank. It takes alot less to take out an aircraft than it does a tank. You can take out a fighter jet with a .45 pistol round. But try that with a tank? I don't think youll be happy with the results.

as for not having this during ww2. They did have anti-air rockets. They released large amounts of flak and shredded aircraft to pieces.

and they had this, <http://www.netaxs.com/people/ebailey/wasserfall.html> it isnt hand held but it was a guided anti-aircraft rocket

and like before stated there are good old flak cannons

Plus some vehicles have excellent anti-air capabilities

and wih the renegade system infatry can shoot aircraft and well it doesnt take amny shots from the normal rifle to take out the hind or long bow at the moment.

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