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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Nodbugger](#) on Sun, 07 Dec 2003 04:52:50 GMT

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OrcaPilot26Nodbuggerwell in reneagde you cannot take out treads. And as stated in the other forum they have a proximity fuse so they explode too far away to do anyhting. And like I siad before they would all have to hit the same piont at the same time. which isnt going to happen.

If you care so much about the weapons they're putting in the mod, why don't you make a model of the correct one. I know you can make weapons because you are their former weapons modeller

the model and wepaon name are correct but the use for the weapon is wrong. Go to that topic again. some said "a tank would laugh off an anti-aircraft missile"

and about Generals. Well it does have some real things in it. But it is fantasy. It has real countries real situations and some real vehicles and the vehicles and weapons are used for the correct purposes.

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