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Subject: Renegade Alert Missile Sub

Posted by [Aircraftkiller](#) on Wed, 07 Jul 2004 17:16:31 GMT

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KIRBY098Your assumptions don't equate with the reality of the situation here.

It's a design flaw for BASIC submarine design. And I didn't say it was stupid. It is a part of the game, so you had to make it work the way the engine would let you. I understand that.

Personally, I would have designed something that was more hydrodynamic.

You lack the insight necessary to see why the Soviets would have missiles mounted on the exterior.

You do realize it took a long time before we could launch ballistic missiles from underwater? It's entirely conceivable that since the Soviet Union made missile-armed submarines first, that they don't have the technology refined to be able to launch them from underwater or from tubes inside of the submarine.

It's irrelevant as to whether or not something would cause drag on the submarine. They can be designed with underwater dynamics in mind, much like how that big sail is tapered in the front to allow water to flow over it much like an aircraft wing.

They developed the Missile Submarine first, apparently without the technology to launch them from underwater. That's an accepted C&C fact and that's how Red Alert worked. If you don't like it, that sounds like a personal problem to me.

Quote:It's mainly because Westwood tended to reuse assets a lot, especially when it came to expansion packs. Take the existing art, modify it slightly and call it a new unit.

Fortunately that's similar to how reality works, since most nations will reuse an existing weapons platform to add something new to it. See M1 Abrams and the A1\A2 modifications, or the M2 Bradley that fires Stinger missiles instead of TOW-2B rockets.

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