
Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [OrcaPilot26](#) on Sat, 06 Dec 2003 23:19:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Vehicles should take more/less damage in certain areas. A hit on the hind's cockpit or tail would damage it more than a hit on the armored midsection.

but back on topic....

Since there is not really a rocket launcher effective against both air and ground units, I think the stinger would work just fine, and modelling a bazooka would just delay the release of the patch

Now all we need is ACK to come in here and close the topic
