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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [OrcaPilot26](#) on Sun, 07 Dec 2003 03:36:12 GMT

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Nodbuggerwell 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

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