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Subject: Renegade Alert: Allied Destroyer

Posted by [PointlessAmbler](#) on Thu, 24 Jun 2004 19:16:13 GMT

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KIRBY098In Redalert they couldn't fire at anything other than subs and air units. Is this the case for your mod as well?

Not true, Destroyer missiles also could target ground units and buildings. It was by far the most well-rounded ship - good against buildings, decent against tanks, great against subs and air units.

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