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Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 08:30:03 GMT  
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The Missile Sub is the Soviet answer to the Cruiser and Destroyer. It has powerful missiles, 45% the strength of The Aftermath missiles, while still retaining the \$1,650 price tag.

It has 150 points of armor, very susceptible to Depth Charges from Gunboats or Destroyers.

It's also fairly slow compared to the Submarine. It cannot damage naval units, any missiles fired at them will not register damage - this keeps you from hitting them from underwater, and also keeps true to Red Alert.

The model was done by Sir Phoenixx. The single 1024x texture was done by myself.

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Subject: Renegade Alert Missile Sub  
Posted by [Xtrm2Matt](#) on Sun, 27 Jun 2004 09:49:56 GMT  
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Good job

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Subject: Re: Renegade Alert Missile Sub  
Posted by [Majiin Vegeta](#) on Sun, 27 Jun 2004 10:53:56 GMT  
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Aircraftkiller

It cannot damage naval units,

and also keeps true to Red Alert.

im confused.. i swear this killed boats / land units in aftermath

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Subject: Re: Renegade Alert Missile Sub  
Posted by [JPNOD](#) on Sun, 27 Jun 2004 11:10:56 GMT

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Majiin VegetaAircraftkiller  
It cannot damage naval units,

and also keeps true to Red Alert.

im confused.. i swear this killed boats / land units in aftermath

Uhh no thats the normal sub.  
The sub wich could kill buildings in lets say 2 shots.  
Couldnt fire at boats in water

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Subject: Renegade Alert Missile Sub  
Posted by [Majiin Vegeta](#) on Sun, 27 Jun 2004 11:35:44 GMT  
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that never made sense to me.../

how did the boat only killing sub (normal) kill land units

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Subject: Renegade Alert Missile Sub  
Posted by [JPNOD](#) on Sun, 27 Jun 2004 12:06:24 GMT  
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pff, I think the normal boat (guboa) yea was able of shooting land units.  
And the destroyer, Air-units,Depthcharges vs subs. And the missile pod to fire at land.  
Cruiser was like this Missile sub wich could almost kill building instant but with more accuracy. But  
couldnt do anything then that .

Wait for a replay of ack im sure he will know

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Subject: Renegade Alert Missile Sub  
Posted by [Sir Phoenixx](#) on Sun, 27 Jun 2004 13:42:34 GMT  
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Both the Cruiser and Missile Sub can't shoot other Naval units.

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Subject: Renegade Alert Missile Sub  
Posted by [Deactivated](#) on Sun, 27 Jun 2004 13:45:31 GMT  
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But can they damage them if the shell hits them nearby (splash damage)?

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Subject: Renegade Alert Missile Sub  
Posted by [Sir Phoenixx](#) on Sun, 27 Jun 2004 13:56:37 GMT  
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In Red Alert, yeah.

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Subject: Renegade Alert Missile Sub  
Posted by [flyingfox](#) on Sun, 27 Jun 2004 15:11:54 GMT  
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Are you guys going to have some sort of tutorial for these units? I'm getting pretty confused about all the naval units and what they can/cannot damage, since I barely played red alert.

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Subject: Renegade Alert Missile Sub  
Posted by [Renx](#) on Sun, 27 Jun 2004 15:22:18 GMT  
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We have people working on a manual.

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Subject: Renegade Alert Missile Sub  
Posted by [Sir Phoenixx](#) on Sun, 27 Jun 2004 15:44:01 GMT  
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Lol, what's there to be confused about? It's just basic common sense.

Cruiser and Missile Sub: land attack only  
Destroyer: good land/naval/air attack  
Gunboat: decent land/naval attack  
Submarine: naval attack only

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Subject: Renegade Alert Missile Sub  
Posted by [spoonyrat](#) on Sun, 27 Jun 2004 18:29:25 GMT  
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Cruisers were perfectly capable of attacking other ships, but not directly attacking subs. But if you force-fire a few cells in front of them you'll hit the sub.

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Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 18:54:46 GMT  
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Missile Subs are also great anti-aircraft units.

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Subject: Renegade Alert Missile Sub  
Posted by [conman231](#) on Sun, 27 Jun 2004 19:41:00 GMT  
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the model is ok, the missile launchers suck and the texture sucks

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Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 19:51:43 GMT  
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And you're an idiot, what's your point?

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Subject: Renegade Alert Missile Sub  
Posted by [PointlessAmbler](#) on Sun, 27 Jun 2004 19:52:00 GMT  
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How about some useful feedback?

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Subject: Renegade Alert Missile Sub  
Posted by [conman231](#) on Sun, 27 Jun 2004 20:28:21 GMT  
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AircraftkillerAnd you're an idiot, what's your point?  
you know what your a fucking loser, theres no other way of putting it, except for the fact that u jack off over dissing other people work or... you know pissing off other poeple, and when someone disses ur work you take a spasm, why dont u get ur ass off the computer and get friends that you meet in person, no wait i dont think thats possible.... cuz ur a loser.  
atleast jack off or get pleasure from women, not pissing poeple off

---

Subject: Renegade Alert Missile Sub  
Posted by [PointlessAmbler](#) on Sun, 27 Jun 2004 20:57:38 GMT  
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And you should learn to speak English and express yourself coherently.

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Subject: Renegade Alert Missile Sub  
Posted by [spoonyrat](#) on Sun, 27 Jun 2004 20:58:50 GMT  
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conman231AircraftkillerAnd you're an idiot, what's your point?  
you know what your a fucking loser, theres no other way of putting it, except for the fact that u jack off over dissing other people work or... you know pissing off other poeple, and when someone disses ur work you take a spasm, why dont u get ur ass off the computer and get friends that you meet in person, no wait i dont think thats possible.... cuz ur a loser.  
atleast jack off or get pleasure from women, not pissing poeple off  
And, who are you again?

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Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 21:00:31 GMT  
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conman231AircraftkillerAnd you're an idiot, what's your point?  
you know what your a fucking loser, theres no other way of putting it, except for the fact that u jack off over dissing other people work or... you know pissing off other poeple, and when someone disses ur work you take a spasm, why dont u get ur ass off the computer and get friends that you meet in person, no wait i dont think thats possible.... cuz ur a loser.  
atleast jack off or get pleasure from women, not pissing poeple off

AircraftkillerAnd you're an idiot, what's your point?

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Subject: Renegade Alert Missile Sub  
Posted by [Renx](#) on Mon, 28 Jun 2004 01:11:32 GMT  
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Wow....Talk about your random idiots :S

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Subject: Renegade Alert Missile Sub  
Posted by [prox](#) on Mon, 28 Jun 2004 01:49:35 GMT  
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conman231the model is ok, the missile launchers suck and the texture sucks

And your opinion matters to anyone because? Renalert owns you be quiet n00b...

---

Subject: Renegade Alert Missile Sub  
Posted by [terminator 101](#) on Mon, 28 Jun 2004 02:48:43 GMT  
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The missile sub was cool unit but... Why did they give it a missiles in RA? Why didn't they give it a turret, just like the one on the image? I think that would be better and more cooler.

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Subject: Renegade Alert Missile Sub  
Posted by [Ferhago](#) on Mon, 28 Jun 2004 08:19:34 GMT  
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Because it would just be the same thing as a gunboat.

And besides when you hear subs you generally dont think of them having cannons you think of them having torpedos or long range missiles

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Subject: Renegade Alert Missile Sub  
Posted by [PermaGrin](#) on Mon, 28 Jun 2004 12:37:51 GMT  
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PointlessAmblerHow about some useful feedback?

guess we just wanna follow in the "looks like shit" steps of aircrack.

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Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Mon, 28 Jun 2004 17:11:38 GMT  
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But you're supposed to be ignoring me you hypocrite!

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Subject: Renegade Alert Missile Sub  
Posted by [PermaGrin](#) on Mon, 28 Jun 2004 17:15:58 GMT  
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\*yawn\*

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Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Mon, 28 Jun 2004 17:33:41 GMT  
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It's okay, you can't always do what you said you would, cause you're a dumbass...

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Subject: Renegade Alert Missile Sub  
Posted by [PermaGrin](#) on Mon, 28 Jun 2004 17:42:13 GMT  
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PermaGrin\*yawn\*

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Subject: Renegade Alert Missile Sub  
Posted by [Aircraftkiller](#) on Mon, 28 Jun 2004 17:59:59 GMT  
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AircraftkillerIt's okay, you can't always do what you said you would, cause you're a dumbass...

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Subject: Renegade Alert Missile Sub  
Posted by [PermaGrin](#) on Mon, 28 Jun 2004 18:09:53 GMT  
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PermaGrinPermaGrin\*yawn\*

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Subject: Renegade Alert Missile Sub  
Posted by [terminator 101](#) on Mon, 28 Jun 2004 18:12:35 GMT  
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Subject: Renegade Alert Missile Sub  
Posted by [jd422032101](#) on Mon, 28 Jun 2004 18:46:36 GMT  
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Subject: Renegade Alert Missile Sub  
Posted by [Jaspah](#) on Mon, 28 Jun 2004 19:32:45 GMT  
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Everytime you 2 spam God kills a kitten. Please, think of the kittens!

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Subject: Renegade Alert Missile Sub  
Posted by [jd422032101](#) on Mon, 28 Jun 2004 19:56:33 GMT  
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j4S[p]Everytime you 2 spam God kills a kitten. Please, think of the kittens!

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