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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Sir Phoenixx](#) on Sat, 06 Dec 2003 02:13:45 GMT

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The Allies get some new fire power. The Allied Rocket Soldier finally gets his rocket launcher. This rocket launcher is made from the American FIM-92 Stinger. The rocket launcher itself is 675 polygons.

Modeler: Sir Phoenixx

Skinner: Sir Phoenixx

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Nodbugger](#) on Sat, 06 Dec 2003 02:20:39 GMT

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now is this anti-vehicle to? Cause that wont work well?

The model is awesome though

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Sir Phoenixx](#) on Sat, 06 Dec 2003 02:46:57 GMT

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Um.... Duh?

Of course it will be an anti-vehicle weapon too.

And how wouldn't it work well? The Stinger's missile fires an infrared guided missile, meaning that it tracks it's target using it's heat signature. And what do ya know, vehicles give off heat.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Nodbugger](#) on Sat, 06 Dec 2003 05:23:37 GMT

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<http://www.fas.org/man/dod-101/sys/land/stinger.htm>

wel what do you know another misused weapon! Don't test me I know my weapons. A stinger missile would a hit t ank and do nothing. It doesnt have the power to take out a vehicle let alone the capabilty's.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Dishman](#) on Sat, 06 Dec 2003 06:03:19 GMT

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It will apparently be "productive" against Apaches, Hinds, and the like, though.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Aircraftkiller](#) on Sat, 06 Dec 2003 08:00:18 GMT

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Nodbugger<http://www.fas.org/man/dod-101/sys/land/stinger.htm>

wel what do you know another misused weapon! Don't test me I know my weapons. A stinger missile would a hit t ank and do nothing. It doesnt have the power to take out a vehicle let alone the capabilitys.

Okay, since you obviously can't get it through your head, it's "all caps" time...

HERE'S A CLUE THIS IS A GAME MODIFICATION BASED OFF A FICTIONAL UNIVERSE IN WHICH THE ALLIES AND SOVIETS GO HEAD TO HEAD AT WWII AND ALL SORTS OF WEIRD TECHNOLOGIES EXIST SO YOU REALLY DON'T KNOW IF FIM-92C STINGER MISSILES WILL BE ANTI-AIR AND ANTI-TANK BUT HEY WHAT DO I KNOW I JUST HELP MAKE IT AND ALL AND DON'T FORGET THAT SOLDIERS DAMAGE TANKS WITH RIFLES AND TANKS HAVE HIT POINTS AND ALL THAT OTHER WEIRD STUFF BUT NEVER MIND THAT BECAUSE YOU OBVIOUSLY THINK IT'S REALISTIC SO WHENEVER YOU GET THAT URGE TO MASH THE REALISTIC BUTTON JUST SHUT THE FUCK UP NO ONE CARES WHAT YOU THINK IS REALISTIC OR NOT.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [warranto](#) on Sat, 06 Dec 2003 08:14:19 GMT

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AircraftkillerYOU GET THAT URGE TO MASH THE REALISTIC BUTTON JUST SHUT THE FUCK UP NO ONE CARES WHAT YOU THINK IS REALISTIC OR NOT.

It's all HITLERS fault!!!

Think about it though, a high explosive warhead doing noting against an armored vehicle? It's MADE to be anti-air, just like a normal bullet was MADE to be anti-personal. Just because something isn't used for what it was designed for doesn't mean it can't be used for something else.

To mash the reality button for a second, it would take multiple attacks from a stinger to take out a tank. Oddly enough, the same happens in the C&C world as well...

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Subject: Renegade Alert Weapons Update: Rocket Launcher  
Posted by [PsycoArmy](#) on Sat, 06 Dec 2003 10:29:52 GMT  
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Get over yourself its just a game

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Subject: Renegade Alert Weapons Update: Rocket Launcher  
Posted by [Sir Phoenixx](#) on Sat, 06 Dec 2003 15:51:29 GMT  
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Lol...

Exactly. It's just a game modification, as soon as you figure that out you'll look back and see how stupid your comment is. And an explosive missile not doing any damage to a tank? It will probably do just as much damage to a real tank as the rocket launcher from CnC.

In addition, you have to remember these are supposed to be WW2 era tanks. A stinger missile could do alot of damage to them.

(You know jack shit about weapons. You failed to realize that a stinger doesn't make any distinction between a vehicle or aircraft, it only tracks heat, and surprisingly, vehicles do emit heat. Any kind of missile will damage a tank, any hit from a missile to the tracks would disable the tank, etc.)

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Subject: Renegade Alert Weapons Update: Rocket Launcher  
Posted by [Nodbugger](#) on Sat, 06 Dec 2003 16:37:36 GMT  
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if your going to make a fictional game use fictional weapons.....

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Subject: Renegade Alert Weapons Update: Rocket Launcher  
Posted by [warranto](#) on Sat, 06 Dec 2003 16:47:41 GMT  
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hmmm.. maybe that should have been explained to westwood before production of the game. As it's a Red Alert conversion, they were sort of limited by Westwood using "real" weapons.

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Subject: Renegade Alert Weapons Update: Rocket Launcher  
Posted by [Nodbugger](#) on Sat, 06 Dec 2003 16:50:55 GMT  
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warrantohmmm.. maybe that should have been explained to westwood before production of the

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game. As it's a Red Alert conversion, they were sort of limited by Westwood using "real" weapons.

Ya? And westwood used them they way they worked plus the stinger is no where to be found in the red Alert instruction manual!

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [CnCsoldier08](#) on Sat, 06 Dec 2003 17:04:12 GMT

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y are you gettin all crazy, i think u need to stfu and if you have a problem than kindly DONT PLAY THE DAMN GAME.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [warranto](#) on Sat, 06 Dec 2003 18:16:00 GMT

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Nodbuggerwarrantohmmm.. maybe that should have been explained to westwood before production of the game. As it's a Red Alert conversion, they were sort of limited by Westwood using "real" weapons.

Ya? And westwood used them they way they worked plus the stinger is no where to be found in the red Alert instruction manual!

And who's missing the point on what real military technology can do? Take a look at the pic of the rocket launcher in Red Alert. It's a standard launcher. Effective against ground units such as tanks. A standard rocket launcher however has no effective anti air capabilities (this IS WWII remember). sure if an aircraft was stationary it could take it out, but it has no capability to lock on to the target.

But whatever, if you feel that a high explosive round will do absolutly no damage to a tank, then I guess thats what your going to believe regardless of what anyone else says.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Nodbugger](#) on Sat, 06 Dec 2003 18:38:00 GMT

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warrantoNodbuggerwarrantohmmm.. maybe that should have been explained to westwood before production of the game. As it's a Red Alert conversion, they were sort of limited by Westwood using "real" weapons.

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rocket launcher in Red Alert. It's a standard launcher. Effective against ground units such as tanks. A standard rocket launcher however has no effective anti air capabilities (this IS WWII remember). sure if an aircraft was stationary it could take it out, but it has no capability to lock on to the target.

But whatever, if you feel that a high explosive round will do absolutly no damage to a tank, then I guess thats what your going to believe regardless of what anyone else says.

A bottle rocket is high explosive i guess they could take a out a tank?

And there is not enough power to take out a tank. It takes alot less to take out an aircraft than it does a tank. You can take out a fighter jet with a .45 pistol round. But try that with a tank? I don't think youll be happy with the results.

as for not having this during ww2. They did have anti-air rockets. They released large amounts of flak and shredded aircraft to pieces.

and they had this, <http://www.netaxs.com/people/e Bailey/wasserfall.html> it isnt hand held but it was a guided anti-aircraft rocket

and like before stated there are good old flak cannons

Plus some vehicles have excellent anti-air capabilities

and wih the renegade system infatry can shoot aircraft and well it doesnt take amny shots from the normal rifle to take out the hind or long bow at the moment.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [OrcaPilot26](#) on Sat, 06 Dec 2003 18:40:22 GMT

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Ther Rocket Soldier in RA was ablew to fire at ground and air targets, the manual says he had a Dragon TOW rocket, but I'm pretty sure that's not what the guy's holding in the icon, so, since we don't really have any idea what the rocket launcher was, I don't really give a crap what they use, as long as it's homing and can shoot aircraft.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [CnCsoldier08](#) on Sat, 06 Dec 2003 18:41:35 GMT

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ok, if you want such a realistic game then download everything and make one, damn

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [warranto](#) on Sat, 06 Dec 2003 19:11:15 GMT

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First, a bottle rocket is not a high explosive, at least in military term. Though, even a block of C4 could effectively immobilize a tank.

Second, I did not say they never had any anti-air rockets, I said the rocket launcher the unit had (i.e. a standard one) was not anti air effective. Of course it could be a flack warhead, but then it would be next to useless against tanks, which it is obviously not.

And to clarify something, why is it you seem to think we're talking about taking out a tank in one hit? Of course a stinger could not do that, thats not being disputed. However, multiple hits from one would take out a tank, hence the multiple hits actually needed in the game.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Sir Phoenixx](#) on Sat, 06 Dec 2003 19:36:31 GMT

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Lol...

Nodbuggerif your going to make a fictional game use fictional weapons.....

"Fictional Game"? All games, unless based off of a real world event is fictional. "Fictional" has absolutely nothing at all to do with how realistic or unrealistic a game is.

Quote:Ya? And westwood used them they way they worked plus the stinger is no where to be found in the red Alert instruction manual!

Wow, utterly wrong again... The Stinger (the stinger's predecessor actually) WAS in the Red Alert instruction manual. The anti-air weapon that the rocket soldier used was called the "Redeye" in Red Alert. This was named after the American FIM-43 Redeye, which looks a hell of a lot like the Stinger...

[http://www.survivalguide.com/terrorist\\_weapons/red\\_eye.htm](http://www.survivalguide.com/terrorist_weapons/red_eye.htm)

Quote:A bottle rocket is high explosive i guess they could take a out a tank?

Is it just me or are your comments getting dumber and dumber each time? It was never said that the stinger missile could take out a tank. It was said that they can damage a tank. And we're not talking about modern tanks like the Abrams, we're talking about tanks that are supposed to be WW2 era tanks.

(And a bottle rocket is nothing but a coke bottle, water, and air pressure.)

Quote:And there is not enough power to take out a tank. It takes alot less to take out an aircraft than it does a tank. You can take out a fighter jet with a .45 pistol round. But try that with a tank? I don't think youll be happy with the results.

Again, it was never said that the stinger's missile could take out a tank. There is however, more than enough explosive power to damage a tank. The only way you could take out a fighter jet with a pistol would be to hit the pilot, the fan blades of the engine, or around the fuel tank (which wouldn't do anything unless there was a spark that got into the fuel tank). It would be impossible to take a fighter jet out with a .45 pistol which is flying some 5000 feet above the ground, at 500+ mph.

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Subject: Renegade Alert Weapons Update: Rocket Launcher  
Posted by [OrcaPilot26](#) on Sat, 06 Dec 2003 19:44:51 GMT  
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Quote:we're not talking about modern tanks like the Abrams  
  
and the medium tank is.....

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Subject: Renegade Alert Weapons Update: Rocket Launcher  
Posted by [Sir Phoenixx](#) on Sat, 06 Dec 2003 19:53:22 GMT  
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OrcaPilot26and the medium tank is.....

..... a medium tank.

Westwood never said that the medium tank was an Abrams. It just looks similar to the Abrams.

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Subject: Renegade Alert Weapons Update: Rocket Launcher  
Posted by [Aircraftkiller](#) on Sat, 06 Dec 2003 21:12:06 GMT  
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The Medium Tank is the M1 Abrams, before the A1 and A2 revisions which gave it a 120mm smoothbore cannon and composite armor.

The standard M1 has a weak 105mm cannon and standard, rolled steel, armor.

That is what is used in Red Alert.

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Subject: Renegade Alert Weapons Update: Rocket Launcher  
Posted by [Nodbugger](#) on Sat, 06 Dec 2003 21:44:07 GMT  
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pistol is to aircraft as stinger is to tank

stinger is to aircraft as tow is to tank

its like that

if a stinger hit a tank it would explode burning the outside but it doesnt have enough power to really do anything. Its like an RPG one rpg will not do anyhting. but many (maybe 10) fired in the same spot at the same time could do damage. Same with the stinger. But making the stinger an antitank weapon is just rediculous.

and whats a ww2 era tank doing with stingers???? Use what the manual says not the picture.

id beleive a tow hitting an aircraft more than a stinger, but the tow does over over 200 pounds and isnt hand held. So id saying give them a bazooka.

---

Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Sir Phoenixx](#) on Sat, 06 Dec 2003 22:56:48 GMT

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Nodbuggerpistol is to aircraft as stinger is to tank

stinger is to aircraft as tow is to tank

Nope. It is impossible to hit a moving aircraft with a pistol, it is however possible to hit a tank that emits heat with an infrared guided missile. Also, a normal bullet (in this case, a .45 round) is not explosive, or guided, or as fast as a missile.

Quote:if a stinger hit a tank it would explode burning the outside but it doesnt have enough power to really do anything. Its like an RPG one rpg will not do anyhting. but many (maybe 10) fired in the same spot at the same time could do damage. Same with the stinger. But making the stinger an antitank weapon is just rediculous.

Wow, and it took like 10 or so hits to take out a tank with the rocket launcher in CnC, what a coincidence!

And, no one said anything about making the stinger an anti-tank weapon. One hit from a Stinger missile to the tank's treads will disable the tank, one RPG hit to the tank's treads will disable the tank. Fire enough hits to the right spots and you can disable the tank. Now how exactly is this "not enough power to really do anything".

Quote:and whats a ww2 era tank doing with stingers???? Use what the manual says not the picture.

Um, lol? The tank isn't doing anything with the stinger...

We are using basicly what the manual said.

Quote:id beleive a tow hitting an aircraft more than a stinger, but the tow does over over 200 pounds and isnt hand held. So id saying give them a bazooka.

First, the tow missile weighs between 50-60lbs, not 200.



The tow missile travels around 690mph. Any fighter jet can easily out fly this missile. Plus, the tow missile is not a fire and forget missile, the operator MUST keep the cross hairs centered on the target to get a hit, this is easy to do on a tank moving at 30mph, but not on an aircraft flying at 5000+ feet going 800+ mph which can move unpredictably in any direction.

The stinger on the other hand travels around 1500mph. There is nothing on the ground that can out run this missile. This missile is a fire and forget missile, all you have to do is lock onto the target's heat. And tanks do emit heat, the the stinger missile shouldn't have a problem with following a tank moving only 30 mph in one direction.

If you believe a tow can hit an aircraft more than a stinger can hit a tank than you're an idiot (I'm assuming you meant "more than a stinger hitting a tank", if you really mean "more than a stinger [hitting an aircraft]" than you're even more of an idiot.).

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Subject: Renegade Alert Weapons Update: Rocket Launcher

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

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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

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Nodbugger](#) on Sat, 06 Dec 2003 23:41:15 GMT

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a while tow system not the just the rocket ways over 200 pounds it takes more than one person to use and cannot be held and shot. It either needs to be mounted or on a tri pod or quad pod.

And a stinger will not damage a tank, no matter how much you say it will it wont. and even if it did one person cannot carry enough ammo for it to do that. Even in cnc. What are you gonna give the guy 50 missiles?

like i said if your gonna totally screw up real weapons be creative and make your own. its not like you using the red alert weapons any way.

<http://forum.americasarmy.com/viewtopic.php?t=8969&start=0>

and go here. Scroll down a bit. and read.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [IRON FART](#) on Sat, 06 Dec 2003 23:55:32 GMT

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good.

I'm glad the Renegade rocket launcher got replaced. Someone should make a new sound for it too. Launcher looks fine, but I had a good idea for you guys.

You know how Rocket launchers/artillery and all that are often aimed rather than just launched about like in renegade? Well how bout adding a scope to it. Secondary function is a duplicate of function 1.

It would help hit tanks from long distances. And that model has a scope already. The original Renegade one didn't.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Aircraftkiller](#) on Sat, 06 Dec 2003 23:57:34 GMT

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Secondary fire of the missile launcher is a Redeye SAM, as in Red Alert. It flies faster, locks on better, and does less damage, meant to be used against airborne threats.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [warranto](#) on Sun, 07 Dec 2003 00:12:14 GMT

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Nodbuggera while tow system not the just the rocket ways over 200 pounds it takes more than one person to use and cannot be held and shot. It either needs to be mounted or on a tri pod or quad pod.

And a stinger will not damage a tank, no matter how much you say it will it wont. and even if it did one person cannot carry enough ammo for it to do that. Even in cnc. What are you gonna give the guy 50 missiles?

like i said if your gonna totally screw up real wepaons be creative and make your own. its not like you using the red alert wepaons any way.

<http://forum.americasarmy.com/viewtopic.php?t=8969&start=0>

and go here. Scroll down a bit. and read.

---

LOL, of course when you twist things so that they better your arguement, you can make anything sound rediculous. Notice how you said a stinger missle? (Singular, not plural) Way to twist the arguement there. Of course ONE missle won't take out a tank! What we've been saying is that missleS can take out a tank. (note the usage of the plural rather than the singular)

Heck if you wanted to, you could use those 'high explosive' bottle rockets on a steel armor, and with enough of them, you could take out a tank. Completely destroy? Of course not. Take it out of commission? Sure.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Nodbugger](#) on Sun, 07 Dec 2003 00:25:57 GMT

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well 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.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [warranto](#) on Sun, 07 Dec 2003 01:18:33 GMT

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Proximity fuses are easy to replace.... afer all, it's only a fuse.

And I bring up this question then. Is Generals based off of real life, or fantasy?

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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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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Nodbugger](#) on Sun, 07 Dec 2003 04:52:50 GMT

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OrcaPilot26Nodbuggerwell in reneagde you cannot take out treads. And as stated in the other

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forum they have a proximity fuse so they explode too far away to do anything. And like I said before they would all have to hit the same point at the same time. which isn't 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

the model and weapon name are correct but the use for the weapon is wrong. Go to that topic again. some said "a tank would laugh off an anti-aircraft missile"

and about Generals. Well it does have some real things in it. But it is fantasy. It has real countries real situations and some real vehicles and the vehicles and weapons are used for the correct purposes.

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Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [exnyte](#) on Sun, 07 Dec 2003 06:02:23 GMT

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What it really comes down to is, who cares? It's a modification of an obviously fictional game. I like looking at the cool models and levels that they have produced thus far for us. They could put dolphins with lasers on their heads for all I care. Why? Simple! It's just a game. I don't see the need for you to jump into every update thread made by this team to spout off that this isn't the correct usage in real life (see above). So what? The only reason I see that you continue to do so is because you were once on that same team, but are not anymore.

---

Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Nodbugger](#) on Sun, 07 Dec 2003 06:10:27 GMT

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for one i quit because i could have time.

And i pointed out that these weapons don't do that. That's the reason i used to be the weapons modeller. I knew the weapons and I could make models of them.

---

Subject: Renegade Alert Weapons Update: Rocket Launcher

Posted by [Aircraftkiller](#) on Sun, 07 Dec 2003 06:53:35 GMT

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You didn't quit. We fired you because you refused to work. If you keep turning threads into "flame wars" I will request a ban for you so you cannot read the modification forum.