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Subject: Renegade Alert Missile Sub

Posted by [smwScott](#) on Wed, 07 Jul 2004 17:33:31 GMT

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I don't see why being true to Red Alert is so important in this one case, but it wasn't when you guys added Officers and Snipers to the character list. That's a much bigger departure than rather or not the missile submarine fires from external mounted launchers or vertical tubes. You guys made the right decision though, and it made the mod better. It is often times better to deviate from the source material, especially when the source material has rocket launchers welded onto a submarine. It looks strange, and it there is no way it could ever function.

Even if you don't want to add a vertical firing system, at least consider having the rocket launchers mounted directly onto the submarine. There's no reason for them to be connected through those arms.

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