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Subject: Game improvement: Enable rocketeers' missiles to home in?

Posted by [flyingfox](#) on Sat, 24 Apr 2004 19:01:32 GMT

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I think most if not all of us could agree on this. Rocket soldier officers are useless right now, it's too hard to hit a distant vehicle and takes more skill to even hit a vehicle with a rocket than it does the vehicle driver to kill you.

Could future reungard map releases fix every westwood map to allow Gunner / GDI and Nod rocket soldier officers rockets to home in?

Also if possible, enable them to home in 50% of the time or control them like the MRLS does (3 or at the minimum 2 of the MRLS rockets home in on enemy vehicles).

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