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

Posted by [flyingfox](#) on Sun, 25 Apr 2004 00:18:09 GMT

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Majiin Vegeta1 no easy to hit already

In that case, could you enlighten me as to how? Distant tank movements take accurate judgement, especially with a standard officer, and even harder for aircraft. Hitting them should be a simpler procedure, since rockets (similar to SAM sites) were designed to be anti-tank. They don't even do much damage to moderate / heavily armoured tanks, so why should it be difficult to hit them?

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