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

Posted by [Deathgod](#) on Sun, 25 Apr 2004 03:46:02 GMT

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Rockets shouldn't home, they're not really horribly difficult to hit with as it is, especially vs. infantry. I've had games of 40 or 50 kills with a Gunner before. The only exception is aircraft, but given the fact that you're using dumbfire rockets this is unsurprising. Aircraft are already fragile as is, regular rifle soldiers can kill them in 1.3 clips (as GDI) or 2 clips (as Nod)... if you can take them out with free characters with relative ease I don't think you should make them even bigger targets by making rockets home on them.

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