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

Posted by [zunnie](#) on Sun, 25 Apr 2004 05:06:10 GMT

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Or like you could have a sniper do a little less damage to airunits.

Now it takes 6 shots to take out an orca for example, increase this to 10 shots or maybe even 12 for havoc/sakura and 16 for 500\$ snipers.

If you do this, you could always have a Sidney/Raveshaw to take them out, only the distance from which its possible is alot shorter.

Or you could increase the armor yes.

[zunnie]

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