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

Posted by [Deathgod](#) on Sun, 25 Apr 2004 05:33:42 GMT

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I think if the snipers are that big of an issue (which I don't believe they are given how fast aircraft pwn infantry with their guns) just make it so they do half as much damage to the aircraft armor type.

Make a new armor type or change the snipers' warhead type, keep all the other damage ratios the same, but decrease to 50% of the current value what snipers do to them.

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