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

Posted by [warranto](#) on Fri, 30 Apr 2004 03:55:06 GMT

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if the Rockets are going to be changed, if possible it should only happen with Gunner, and not the basic rocket infantry. It would give it another reason for purchasing the more expensive unit. Nod has the LCG Black Hand to compensate for this.

Why not the lower class rocket infantry? Simply because it's a lower class. And for the extra price, Gunner only gets a slight increase in damage, rate of fire and health. Having tracking rockets to compensate for Nods higher accuracy LCG would help balance things out.

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