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

Posted by [Deathgod](#) on Fri, 30 Apr 2004 06:05:16 GMT

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And my point is that they aren't as it is now, but the fact that you get to aim the rockets rather than the game making them hit close to the target is what makes the difference. It's a matter of the difference between an RTS and FPS engine more than it is a difference between what the rockets themselves do. If you splash people with rockets in Ren you get the same effect.

If you do change it though, giving Gunner the old launcher would probably be a good idea, so that he can still own up on everything with no restrictions. Differentiating the characters' rockets would be a decent way to force people to use the lower-class ones.

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