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

Posted by [warranto](#) on Fri, 30 Apr 2004 19:15:35 GMT

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DeathgodLCG is more accurate than rockets? Since when?

I think what you mean is they hit faster, not necessarily more often. Having a nearly-instant hit instead of one that travels is a big advantage, to be sure.

Bah, so I used it in the wrong context. The fact that it travels faster still makes the overall accuracy-when-firing higher though

A possible solution to tracking infantry would be to give the rocket a degree of error with its tracking ability. This way it could still be able to hit Armoured vehicles due to their size, but making it more difficult to hit infantry. Of course, it would be so you'd need to keep the target in your sights for it to maintain its track.

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