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Subject: Commanche and transport helicopters  
Posted by [jonwil](#) on Thu, 13 May 2004 07:37:04 GMT  
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The idea is that rockets would be homing or tracking or something and would therefore be more accurate and harder to dodge.

I would suggest that the regular sniper does no damage to vehicles at all and that the ramjet (the more powerful one) does a small amount of damage, or maybe nothing at all either.

Then, for attacking vehicles you need to use rockets (such as the MRLS, Recon Bike, Rocket Soldier Officer, Dead 6 guy with rocket launcher etc, rocket launcher picked up from a spawner etc)

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