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

Posted by [flyingfox](#) on Sat, 24 Apr 2004 19:01:32 GMT

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I think most if not all of us could agree on this. Rocket soldier officers are useless right now, it's too hard to hit a distant vehicle and takes more skill to even hit a vehicle with a rocket than it does the vehicle driver to kill you.

Could future renguard map releases fix every westwood map to allow Gunner / GDI and Nod rocket soldier officers rockets to home in?

Also if possible, enable them to home in 50% of the time or control them like the MRLS does (3 or at the minimum 2 of the MRLS rockets home in on enemy vehicles).

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

Posted by [spoonyrat](#) on Sat, 24 Apr 2004 19:38:46 GMT

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Gets my vote.

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

Posted by [Homey](#) on Sat, 24 Apr 2004 21:34:04 GMT

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They shouldn't home in like mrls but yeah thats a good idea  
I also think arty shells should be a little tiny bit faster...

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

Posted by [Majiin Vegeta](#) on Sat, 24 Apr 2004 22:12:53 GMT

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1 no easy to hit already

2 no.. arty shells are already hard enuff to dodge( huge splash damage area) at there current speed

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

Posted by [flyingfox](#) on Sun, 25 Apr 2004 00:18:09 GMT

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Majiin Vegeta1 no easy to hit already

In that case, could you enlighten me as to how? Distant tank movements take accurate

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judgement, especially with a standard officer, and even harder for aircraft. Hitting them should be a simpler procedure, since rockets (similar to SAM sites) were designed to be anti-tank. They don't even do much damage to moderate / heavily armoured tanks, so why should it be difficult to hit them?

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Subject: Game improvement: Enable rocketeers' missiles to home in?  
Posted by [Majiin Vegeta](#) on Sun, 25 Apr 2004 01:22:50 GMT  
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aircraft hard unless they are still.. tanks are easy aim in front

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Subject: Game improvement: Enable rocketeers' missiles to home in?  
Posted by [Aircraftkiller](#) on Sun, 25 Apr 2004 01:35:51 GMT  
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Then they back up, and you miss.

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Subject: Game improvement: Enable rocketeers' missiles to home in?  
Posted by [Blazer](#) on Sun, 25 Apr 2004 02:25:31 GMT  
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Hmm I would think for rocket soldier/gunner, I would like it if by default the rockets homed, but you could alt-fire to fire them straight, non-homing.

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Subject: Game improvement: Enable rocketeers' missiles to home in?  
Posted by [Majiin Vegeta](#) on Sun, 25 Apr 2004 02:57:08 GMT  
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AircraftkillerThen they back up, and you miss.

o well  
same happens when in a tank fighting another tank.. just shoot again

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Subject: Game improvement: Enable rocketeers' missiles to home in?  
Posted by [Aircraftkiller](#) on Sun, 25 Apr 2004 03:19:53 GMT  
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Doesn't matter. Infantry aren't tanks, Rocket Soldiers should have an advantage over tanks with

homing missiles. They had them in C&C. It would make them actually worth purchasing, because they could also down aircraft with them - replacing the n00b cannon "snipers" (I use that term in quotation marks, simply because snipers in Renegade are n00b units until the balancing is fixed.) with true anti-air capability that's fair for both sides, not just one.

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

Posted by [Deathgod](#) on Sun, 25 Apr 2004 03:46:02 GMT

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Rockets shouldn't home, they're not really horribly difficult to hit with as it is, especially vs. infantry. I've had games of 40 or 50 kills with a Gunner before. The only exception is aircraft, but given the fact that you're using dumbfire rockets this is unsurprising. Aircraft are already fragile as is, regular rifle soldiers can kill them in 1.3 clips (as GDI) or 2 clips (as Nod)... if you can take them out with free characters with relative ease I don't think you should make them even bigger targets by making rockets home on them.

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

Posted by [Aircraftkiller](#) on Sun, 25 Apr 2004 05:01:40 GMT

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Armor of aircraft would be increased to 225\225, 250\250 for Transport Helicopters. Armor isn't really that big of an issue with them if that's implemented.

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

Posted by [zunnie](#) on Sun, 25 Apr 2004 05:06:10 GMT

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Or like you could have a sniper do a little less damage to airunits.

Now it takes 6 shots to take out an orca for example, increase this to 10 shots or maybe even 12 for havoc/sakura and 16 for 500\$ snipers.

If you do this, you could always have a Sidney/Raveshaw to take them out, only the distance from which its possible is alot shorter.

Or you could increase the armor yes.

[zunnie]

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

Posted by [Aircraftkiller](#) on Sun, 25 Apr 2004 06:19:21 GMT

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Or just make aircraft specialized, ala C&C, and remove sniper damage on all vehicles to remove the newberism inherent with it.

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

Posted by [Blazer](#) on Sun, 25 Apr 2004 08:55:55 GMT

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Its safe to say that not everyone can or will agree on the perfect way to improve things, in fact some dont want anything changed at all. I'm just hoping that everyone can discuss it without losing their cool.

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

Posted by [jd422032101](#) on Sun, 25 Apr 2004 18:27:58 GMT

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maby just make a new armor typr so sniper cant hurt hiels/orcas

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

Posted by [Deafwasp](#) on Mon, 26 Apr 2004 12:17:39 GMT

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Do you guys realize how much a rifle can damage a lightly armoured vehicle? If you hit it in the right place you can disable a aircraft, its just that they move so fast that a human could not get such a good shot. I dont think the problem is with the damage of the bullet, but with the fact that Renegade has no realistic physics, if we could make weapons more realistic, it would improve a lot of things, but thats not easy, so instead of making the weapons realistic, you just can adjust the damage of them, so with all things considered, lowering the damage amount on vehicles for sniper rifles is the best option, besides... sniper rifles aren't made to fight vehicles.

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

Posted by [Try\\_lee](#) on Mon, 26 Apr 2004 15:25:03 GMT

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Waddaya mean Renegade has no realistic physics?

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

Posted by [Deathgod](#) on Mon, 26 Apr 2004 15:26:15 GMT

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Last time I checked a shot to the pilot's head still means that sniper rifles work pretty well in taking down vehicles. It's a shame you can't do this in Ren.

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

Posted by [liberator](#) on Wed, 28 Apr 2004 03:54:39 GMT

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What I don't like is when a Havoc/Sakura camp outside of visual range and throw a beatdown on the enemy base defenders because their rifles can target beyond visual range.

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

Posted by [Naamloos](#) on Thu, 29 Apr 2004 18:28:56 GMT

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I hate those n00b cannons! they take out air craft to damn fast! But the damage vs tanks is good.

Ow and, make ALL missiles homming.

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

Posted by [EnGiMaN56](#) on Fri, 30 Apr 2004 02:10:26 GMT

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Rotate the turret on MRL, and if snipers can't damage aircraft anymore, what will?

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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.

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

Posted by [IRON FART](#) on Fri, 30 Apr 2004 04:04:17 GMT

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The rockets shouldn't home, but it would be easy to do.

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

Posted by [kadoosh](#) on Fri, 30 Apr 2004 04:04:47 GMT

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out of all i have read warranto's suggestion sounds the best. Forces people to make the decision of dumbfire rockets or homing rockets.

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

Posted by [Deathgod](#) on Fri, 30 Apr 2004 04:07:21 GMT

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LCG 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.

I think if you're going to make one rocketeer have homing rockets, they really all should. As it is right now the only reason to buy a GDI rocket officer is if you can't afford a Gunner. That small ROF/damage/health increase is a big difference between the two, in practice.

I think making the homing rockets on alt-fire would be a good idea; someone mentioned that in one of these threads but I don't feel like looking through to find it. That way the rockets will still be useful against infantry and vehicles alike.

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

Posted by [Aircraftkiller](#) on Fri, 30 Apr 2004 05:10:03 GMT

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Rockets aren't meant to be useful against soldiers. They're supposed to be almost ineffective against them for balance purposes. They're great against tanks, but shit against infantry.

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

Posted by [Deathgod](#) on Fri, 30 Apr 2004 05:24:09 GMT

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You know, last time I checked on it, if you fire a rocket and hit someone, they die from it. In C&C they weren't good vs. infantry due to the accuracy issue, which is largely negated in Ren since you control it. Thus, they can be accurate and effective vs. infantry.

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

Posted by [Aircraftkiller](#) on Fri, 30 Apr 2004 05:30:21 GMT

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Obviously; I was talking about C&C, not Renegade.

They don't HAVE to be effective versus infantry in Renegade, it's a simple matter of getting rid of that stupid rocket launcher clip idea (What kind of rocket launcher has fucking MAGAZINES??) and replacing it with a single shot rocket launcher that does more damage, but doesn't have a bunch of explosive damage in the area around where it detonates.

Of course, you could always give Gunner the "clip launcher" with six missiles, with them doing less damage per shot, but more in a consecutive volley of missiles.

Either way, my point is that rocket soldiers shouldn't be effective against infantry to begin with. If they hit in the body, sure... Like in C&C where hitting a soldier directly will nearly kill him.

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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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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?

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

Posted by [Aircraftkiller](#) on Fri, 30 Apr 2004 19:27:02 GMT

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Not possible, they're fire and forget missiles, not optically guided ones.

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