
Subject: Infantry that fire rockets
Posted by [ArtyWh0re](#) on Tue, 10 Feb 2009 21:47:05 GMT
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As far as I know most rockets and missiles fired by units in Renegade such as the MRLS, Mammy, Stank, and aircraft have the ability to home in.
All of them home in apart from the ones that the infantry fire.

This may be a reason why alot of people say rocket soldiers are useless in Renegade.
So What do people think about this and what would they think the gameplay would be like if Infantry had homing in rockets (like in C&C 95)?

Subject: Re: Infantry that fire rockets
Posted by [candy](#) on Tue, 10 Feb 2009 22:08:17 GMT
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watches gameplay change

officers were useless, they are supposed to be useless
they stay useless, take a gunner

Subject: Re: Infantry that fire rockets
Posted by [Goztow](#) on Wed, 11 Feb 2009 07:53:37 GMT
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candy wrote on Tue, 10 February 2009 23:08*watches gameplay change*

officers were useless, they are supposed to be useless
they stay useless, take a gunner
QFT!

Subject: Re: Infantry that fire rockets
Posted by [ErroR](#) on Wed, 11 Feb 2009 14:40:55 GMT
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candy wrote on Wed, 11 February 2009 00:08*watches gameplay change*

officers were useless, they are supposed to be useless
they stay useless, take a gunner
also, rockets are not useless, they're cheap and if u shoot someone in the body with a rocket he'll

have low hp, don't just aim at ground near people

Subject: Re: Infantry that fire rockets

Posted by [Lone0001](#) on Wed, 11 Feb 2009 18:44:09 GMT

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Rocket Launcher + SBH can be as deadly as an SBH with a Sniper Rifle

Subject: Re: Infantry that fire rockets

Posted by [ArtyWh0re](#) on Wed, 11 Feb 2009 21:19:28 GMT

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Lol ye, getting a rocket lancher is one of my favorite combinations for Sbh.

Subject: Re: Infantry that fire rockets

Posted by [KobraOps](#) on Thu, 12 Feb 2009 00:31:44 GMT

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Rocket Inf are perfectly fine, dont need any changes.

Let them code on their current stuff nothing else needs to be added.

Subject: Re: Infantry that fire rockets

Posted by [GEORGE ZIMMER](#) on Thu, 12 Feb 2009 01:00:43 GMT

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They DO suck. Really badly. I say a bunch of people try to balance test this, sometime after TT has been released though. Not a priority, but really, he IS a pretty useless unit. Giving him homing rockets, or atleast faster moving rockets would be great.

Subject: Re: Infantry that fire rockets

Posted by [_SSnipe_](#) on Thu, 12 Feb 2009 01:40:32 GMT

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Naw rocket guys are fine, iv seen good player s kill others within 2-3 shots if they know wtf there doing

Subject: Re: Infantry that fire rockets

Posted by [ArtyWh0re](#) on Thu, 12 Feb 2009 10:56:38 GMT

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I guesss its because this game has been out for nearly 7 years that some people say the rocket officers are fine.

But think about it this way only someone who is really good can use the rockets launcher effectively.

If someone who is new comes and plays Renegade then they will buy a rocket launcher thinking it will work well against tanks.

But ye its not a priority and it wasn't even a request I just started this topic so people can accidently hear what is being discuseed.

Subject: Re: Infantry that fire rockets

Posted by [Omar007](#) on Thu, 12 Feb 2009 12:19:20 GMT

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Lol than it should be in the Heated Debates and Discussions forum

Subject: Re: Infantry that fire rockets

Posted by [ArtyWh0re](#) on Thu, 12 Feb 2009 19:13:39 GMT

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Omar007 wrote on Thu, 12 February 2009 06:19Lol than it should be in the Heated Debates and Discussions forum

Or the idea is that a group of people talk about something in the corner of the TT room. Then some members of TT wounder what they are talking about and then over hear their conversation.

Subject: Re: Infantry that fire rockets

Posted by [Jamie or NuneGa](#) on Thu, 12 Feb 2009 22:50:51 GMT

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why fix rocket officier both teams have same class there is no balance issue. There is also no bugs with the unit. You get what you pay for, rocket officers are cheap.
