
Subject: Suggestion: infinite clips for infantry
Posted by [Slash0x](#) on Mon, 26 Apr 2004 14:59:21 GMT
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Umbral_DelaFlareSlash0xUmbral_DelaFlareI think it would be best only if BASIC infantry had unlimited ammo instead of advanced characters, since advanced characters would have WAY too big of an advantage.
They do, it's called a pistol.

Yes, but you don't see a grenadier whipping out his pistol in the original C&C, do you? Because you cannot make it "perfectly" like the original. Being a FPS, it is very close, but some stuff just need to be changed. If you pound a building and you run out of ammunition, you need something to defend yourself against the opposing team or the game would not be any fun.

What about an engineer? If they didn't have a pistol for they can guard themselves, what are you going to do, give them infinite number of bombs? :rolleyes: (even though, that would be a funny thing to see in a fun mod package or something, lol)
