

---

Subject: Alt-fire mod

Posted by [Anonymous](#) on Wed, 17 Apr 2002 21:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

how about for the rocket soldiers and the flamethrowers, they take one canister (or rocket round) and do something to it to make it explode on impact and make them chuck it like a hand grenade, for the rocket rounds, they can bash it on something, like in Saving private ryan (remember that?) as for the flamethrower, the attack uses up their whole canister of gas (100 rounds) but produces a large napalm-like explosion, you wouldn't be able to do this for long as you only have 4 canisters. that would be cool, as for the sniper rifles, I would say make their alt fire switch to full auto on their guns, but that would unbalance the game. hey, how about for the pistol, make the guy throw the pistol as it's alt attack, make it stun the victim for a sec or two so he can escape[  
April 17, 2002: Message edited by: BrainSpitter ]

---