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Subject: Re: CnC Reborn Update: Nod Rifle  
Posted by [Lijitsu](#) on Fri, 19 Aug 2005 15:16:58 GMT  
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Chronojam wrote on Fri, 19 August 2005 00:40Lijitsu wrote on Fri, 19 August 2005 00:00In the picture, is the Soldier's Rifle against his shoulder? No. Its against his arm. However stupid that would be with weapons in the real world, the TS world might not have any recoil in their weapons. Ever think of that possibility? Hell, maybe their suits decrease recoil so much that it doesnt effect them enough for the padding to matter.

Actually, I did think of that; And then I realized that for the most part they are using ammunition on par with modern-day weaponry, and there are plenty of shots of soldiers adopting traditional form when aiming and firing their weapons.

Further, many of these shots show a curved, padded section on the butt of the rifle, if we're talking about the Nod weapon here. But all too often a simple fact isn't enough for Reborn or its fans, and that's why I like to provide some in-depth reasoning so you can't just say "Ever think they don't have or need it"

(And even if their weapons decrease the impact of the weapon, that's not a reason to put a hammer-like protrusion on the end of such weapon where it would contact a soldier's shoulder, but this is thinking outside the box rationally and isn't allowed by Reborn)  
Now that you mention it, i do remember the TS Riflemen using their weapons like the normal soldier in combat nowadays. Man i loved sending, like, 400 basic infantry into a base, and just watch the carnage. I did it to a campaign map once, and they killed every single one of them. Of course, this was after i destroyed over half their base. It was the mission where you have to capture Cabal as GDI, and they had those 5000 units all piled up in one place.

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