
Subject: Re: Community matches - Two minor balance suggestions

Posted by [Starbuzz](#) on Fri, 26 Nov 2010 17:08:30 GMT

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Spoony wrote on Fri, 26 November 2010 08:57

2. INFANTRY AMMO

i think infantry should have infinite ammo, for everything except c4.

again, we're only talking about comm matches here. for the most part, it comes down to tanks and techs. the occasional sniper, but i'll come back to that. PICs/ravs and ramjets can be about as effective damage-wise as tanks at holding the field down, but only damage-wise. even if they're not killed, they can't do all that much before they have to go back. it's not worth it, you're better off getting another tech. if they had infinite ammo, as tanks do, a good PIC/rav or sniper could make a genuine contribution to holding the field on a map like field/under/mesa2/complex.

likewise, is there really any point in a good sniper getting in a good position with a 500? he really can't do much with it before he's out of ammo.

so if the enemy does have a skilled infantry user in a good position (the Under hill, the wallsfly mountain, the mesa bridge, or a 500 sniper anywhere hidden), you really don't have to kill him. if they had infinite ammo, you'd have to do something about it.

it'd also make the cheaper infantry viable too. if a grenadier, rocket soldier, flamethrower or chem trooper hits your building from the tunnel or the volcano balcony etc, you'll actually have to do something about it. they still damage buildings very slowly, so you've got time... they still die very easily, but you'll have to do something about it.

discuss

this is like genuine RTS infantry settings. I sort of thought of the British sniper unit in RA2 when you mentioned a lone 500 sniper on a sniper spot with infinite ammo. It was a nuisance and you either fall back or take the sniper out. I would like to see how it plays out in the FPS...

same deal with the grenadier...the first thought that bleakly crosses my mind when I see grenadiers on the balcony on volcano hitting the Nod ref is that "ok these guys are temporary, they will go back to base after their ammo runs out..."

Now that won't be the case...I would like to see how this works out...quiet interesting suggestion tbh.
