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Subject: Old Powerups

Posted by [Deactivated](#) on Tue, 11 Nov 2003 07:15:20 GMT

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Backpack - increases the total amount of weapons and ammo that commando can carry.

Headband - nothing.. just a cool bandana for commando.

Adrenaline Syringe - increases firing rate for a short period of time.

Ammo Regeneration - All weapons will have full ammo for a short period of time.

Anti-Sound Emitter - Makes makes commando's footsteps and weapons silent for a short period of time

Double Damage - Doubles the damage rate of weapons for a short period of time. A person using this power up is highlighted in blue (kinda like Quad damage in Quake 3).

Grenade Vest - Allows commando to carry grenades.

Mobious Shield - Can walk on Tiberium without taking damage and increased armour? - Prototype Assault Armor

Neuro Link - no idea

Stealth suit - makes player stealth

Tiberium Shield - temporary immunity to Tiberium.

Tissue Natites - no idea

C4 Vest - Allows Commando to carry more C4.

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