
Subject: Suggestion: infinite clips for infantry
Posted by [Slash0x](#) on Mon, 26 Apr 2004 15:24:15 GMT
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Umbral_DelaFlare

I don't think the Engineer unit will be changed, since they are staying true to C&C by one Engineer only hurting an enemy building, not destroying it. Remember that in C&C, buildings were rebuildable and capturable, so the only uses for an engineer was to repair your structures, damage an enemy structure, and capture an enemy structure. In Renegade, all the engineer can do is repair structures and units, and destroy structures. The engineer is out of the question.

However, the other units can be changed to have unlimited ammo, therefore staying true to C&C. The pistol can be taken out since with unlimited ammo, you can easily take out any enemy approaching you. The only conflict I see with basic infantry having unlimited ammo is taking out buildings quickly via MCT. But, since a Master Control Terminal wasn't in the original C&C, I propose we make it only vulnerable to C4 instead of any other weapon, since nobody like someone with unlimited ammo destroying every single building by blowing the MCT. I am not saying you are wrong at all, but the game still needs game balance. Without game balance, this game or any game is unplayable.

The point of a MCT is so that people can destroy the building from the inside. Taking out timed c4 would take out many strategies and scenarios and would take out suspense in the game. And besides, if you are the only guy on your team that knows how to play and you can't get people to work with you, you couldn't attempt to do anything by yourself. Even though I promote teamwork, sometimes you need to go solo.
