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Subject: Suggestion: infinite clips for infantry  
Posted by [Slash0x](#) on Tue, 27 Apr 2004 14:54:20 GMT  
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m1a1\_abramsIt's not a bad idea, but it could cause problems with some of the infantry classes becoming too powerful against tanks. The Railgun and P.I.C. have a long range and they hit instantly like snipers, which means that they rarely miss a large target like a tank. It's already difficult enough to kill them with vehicles, because you have to get close to them... with tanks so that leading the target isn't so much of an issue, and with APCs so that they're in range of your machine gun... and while you're trying to get closer they're chipping away at your health without missing a shot.

Unfortunately, Westwood put all these annoying weapons into the game, like the Railgun and the Volt Rifle, to appeal to fans of FPS shooters like Unreal Tournament. The easy solution would be to take them out of the game and make rocket launchers the primary anti-tank weapon for infantry, but I doubt that many people would be in favour of such widespread changes to the gameplay.

Then what would be the purpose of having 1000 dollar infantry? :rolleyes: What you are saying would make flame rushes unstoppable because not all of us like to use tanks.

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