
Subject: Suggestion: infinite clips for infantry
Posted by [Cpo64](#) on Thu, 06 May 2004 01:42:50 GMT
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Leaveing only 2 squares left before you run out of ammo is a fair amount of damage. Use that and your C4 and you can destroy a building in 30 seconds asuming no one gets in your way.

And what do you mean grenadier damage isn't increased at the MCT?

I do alot more damage hitting the MCT then I do the floor or the walls...
