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Subject: Suggestion: infinite clips for infantry  
Posted by [Hydra](#) on Mon, 26 Apr 2004 02:48:25 GMT  
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Infantry were not restricted by ammo reserve limitations in C&C Tiberian Dawn, or any C&C RTS for that matter, and vehicles do not have that limitation in Renegade as it is now, so what sense does it make to give infantry that limitation?

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Subject: Suggestion: infinite clips for infantry  
Posted by [Spice](#) on Mon, 26 Apr 2004 05:29:33 GMT  
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Because that would suck and make the game boring think of a mobius with unlimited ammo camping around a rock.

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Subject: Suggestion: infinite clips for infantry  
Posted by [U927](#) on Mon, 26 Apr 2004 14:39:37 GMT  
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I think it would be best only if BASIC infantry had unlimited ammo instead of advanced characters, since advanced characters would have WAY too big of an advantage.

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Subject: Suggestion: infinite clips for infantry  
Posted by [Slash0x](#) on Mon, 26 Apr 2004 14:41:15 GMT  
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Umbral\_DelaFlarel think it would be best only if BASIC infantry had unlimited ammo instead of advanced characters, since advanced characters would have WAY too big of an advantage. They do, it's called a pistol.

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Subject: Suggestion: infinite clips for infantry  
Posted by [U927](#) on Mon, 26 Apr 2004 14:48:06 GMT  
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Yes, but you don't see a grenadier whipping out his pistol in the original C&C, do you?

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Subject: Suggestion: infinite clips for infantry  
Posted by [Slash0x](#) on Mon, 26 Apr 2004 14:59:21 GMT  
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Umbral\_DelaFlareSlash0xUmbral\_DelaFlareI think it would be best only if BASIC infantry had unlimited ammo instead of advanced characters, since advanced characters would have WAY too big of an advantage.  
They do, it's called a pistol.

Yes, but you don't see a grenadier whipping out his pistol in the original C&C, do you? Because you cannot make it "perfectly" like the original. Being a FPS, it is very close, but some stuff just need to be changed. If you pound a building and you run out of ammunition, you need something to defend yourself against the opposing team or the game would not be any fun.

What about an engineer? If they didn't have a pistol for they can guard themselves, what are you going to do, give them infinite number of bombs? :rolleyes: (even though, that would be a funny thing to see in a fun mod package or something, lol )

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Subject: Suggestion: infinite clips for infantry  
Posted by [U927](#) on Mon, 26 Apr 2004 15:13:39 GMT  
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Slash0xUmbral\_DelaFlareYes, but you don't see a grenadier whipping out his pistol in the original C&C, do you?  
Because you cannot make it "perfectly" like the original. Being a FPS, it is very close, but some stuff just need to be changed. If you pound a building and you run out of ammunition, you need something to defend yourself against the opposing team or the game would not be any fun.

What about an engineer? If they didn't have a pistol for they can guard themselves, what are you going to do, give them infinite number of bombs? :rolleyes: (even though, that would be a funny thing to see in a fun mod package or something, lol )

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, building 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.

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

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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.

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Subject: Suggestion: infinite clips for infantry  
Posted by [Deathgod](#) on Mon, 26 Apr 2004 15:27:44 GMT  
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I can't even imagine how broke it would be to have shotgunners or grenadiers with infinite ammo, much less high-class characters.

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Subject: Suggestion: infinite clips for infantry  
Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 16:57:56 GMT  
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So why is it alright for vehicles to have infinite ammunition?

No one is saying "infinite firing," we're saying "standard clips, infinite reserve rounds."

Just not with C4.

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Subject: Suggestion: infinite clips for infantry

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Posted by [Deathgod](#) on Mon, 26 Apr 2004 17:09:28 GMT

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You go ahead and set up a beta test server where I can have a Raveshaw with infinite ammo and I'll be happy to come check it out, friend. I fail to see how this would help your game balance and pointwhoring problems.

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Subject: Suggestion: infinite clips for infantry

Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 17:27:19 GMT

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I don't see anyone complaining about "point whoring," seeing as how the game is about shooting and destroying buildings, after all.

How is infinite ammunition a problem? Kill the soldier and they won't have it anymore.

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Subject: Suggestion: infinite clips for infantry

Posted by [Deactivated](#) on Mon, 26 Apr 2004 17:38:43 GMT

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Out of ammo? Use your bare hands to fight.

Trivia fact: TD and RA1 infantry have melee combat animation sequences.

It was probably intended that infantry would have limited ammo and then use their fists to fight.

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Subject: Suggestion: infinite clips for infantry

Posted by [Deathgod](#) on Mon, 26 Apr 2004 17:41:37 GMT

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AircraftkillerI don't see anyone complaining about "point whoring," seeing as how the game is about shooting and destroying buildings, after all.

How is infinite ammunition a problem? Kill the soldier and they won't have it anymore.

You say the problem with snipers right now is they get a grossly overweighted amount of points for shooting armor. Well, Ravens or Sydneys get almost as much, and if you gave them infinite ammo they could sit in hiding places all day long and snipe vehicles, or just the harvester, and get mad points.

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Subject: Suggestion: infinite clips for infantry

Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 17:42:53 GMT

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Armor.ini can be changed to remove all sniper damage on vehicles, thus eliminating any points they might receive from it.

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Subject: Suggestion: infinite clips for infantry  
Posted by [Deathgod](#) on Mon, 26 Apr 2004 18:37:17 GMT  
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Can you do that and host a test server someplace? I'd like to see the difference in action.

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Subject: Suggestion: infinite clips for infantry  
Posted by [Crimson](#) on Mon, 26 Apr 2004 18:50:15 GMT  
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If I were a Raveshaw with infinite ammo, you bet I'd be plinking the harvester all map. Right now it takes practically all my ammo to take out the harvester so I don't usually waste rounds on it.

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Subject: Suggestion: infinite clips for infantry  
Posted by [Hydra](#) on Mon, 26 Apr 2004 21:46:44 GMT  
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DeathgodYou say the problem with snipers right now is they get a grossly overweighted amount of points for shooting armor. Well, Ravs or Sydneys get almost as much, and if you gave them infinite ammo they could sit in hiding places all day long and snipe vehicles, or just the harvester, and get mad points.

The difference, though, is that a Raveshaw is meant to destroy vehicles whereas a sniper isn't. A Raveshaw wouldn't be able to plink away at a harvester for that long since after a few dozen shots, there wouldn't be a harvester.

Also, can a vehicle not just sit there and plink away at the harvester as it is now? So you can either give infantry infinite ammo reserves, or \*give all vehicles finite ammo reserves, forcing them to return to base for a reload, which would also eliminate any pointwhoring problems.

\*NOTE: I am not suggesting we give vehicles a finite ammount of ammo reserves since that wouldn't be true to C&C either; I just mention this to drive the point home.

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Subject: Suggestion: infinite clips for infantry  
Posted by [Deathgod](#) on Tue, 27 Apr 2004 04:28:08 GMT  
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I'm not sure you understand what a bad man I will be with a Rav with infinite ammo. The only thing to stop my killing rage now is having to walk back and reload.

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Subject: Suggestion: infinite clips for infantry  
Posted by [spoonyrat](#) on Tue, 27 Apr 2004 05:54:07 GMT  
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How's this for a compromise: infantry still have limited ammo, but the limit's higher?

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Subject: Suggestion: infinite clips for infantry  
Posted by [Aircraftkiller](#) on Tue, 27 Apr 2004 05:59:46 GMT  
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No one's explained why soldiers should have limited ammunition yet.

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Subject: Suggestion: infinite clips for infantry  
Posted by [warranto](#) on Tue, 27 Apr 2004 06:43:00 GMT  
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Because, as it was stated, that's what the pistol is for. It adds a bit of strategy to the game when you have limited amounts of ammunition. You can't simply go around hitting whatever you want, rather you have to decide targets of priority rather than opportunity. As Crimson pointed out people could take out the harvester, then turn around and fight whatever else was there. If anything regarding ammunition should be changed, Vehicles should be given a limited amount, rather than the infinite they currently have. Though I suppose this was to encourage long tank battles (rather than camping). It's annoying when the battle gets good, and everyone has to turn around and return to refill.

The same could be said about infantry battles, but as it was stated, that's what the pistol is for. I guess it could be considered a sort of punishment for not choosing your targets wisely, or accurately enough. A tank has no other weapon at its disposal for it to rely on if it were to run out of primary weapon ammunition. As well, there is no real logical place for it to reload at.

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Subject: Suggestion: infinite clips for infantry  
Posted by [Aircraftkiller](#) on Tue, 27 Apr 2004 06:49:22 GMT  
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That's not really a good reason to disallow infinite ammunition reserves.

Why should vehicles be subject to C&C rules, and infantry be immune from them?

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Subject: Suggestion: infinite clips for infantry  
Posted by [m1a1\\_abrams](#) on Tue, 27 Apr 2004 12:46:13 GMT  
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It'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.

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Subject: Suggestion: infinite clips for infantry

Posted by [SlashOx](#) 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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Subject: Suggestion: infinite clips for infantry

Posted by [Homey](#) on Tue, 27 Apr 2004 15:08:39 GMT

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Snipers would never have to go back, I don't see why people don't like the pistol, 4 shots to the head on basic infantry and they're dead..

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Subject: Suggestion: infinite clips for infantry

Posted by [m1a1\\_abrams](#) on Tue, 27 Apr 2004 15:09:08 GMT

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You don't have to roll your little internet eyes at me, thanks. Especially since I wasn't actually suggesting removing the 1000 credit characters, just that perhaps they didn't need to be there in the first place. It's not like you could change something like that at this stage in the game's life, at least not without everyone complaining.

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Subject: Suggestion: infinite clips for infantry  
Posted by [Slash0x](#) on Tue, 27 Apr 2004 15:36:32 GMT  
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m1a1\_abrams You don't have to roll your little internet eyes at me, thanks. Especially since I wasn't actually suggesting removing the 1000 credit characters, just that perhaps they didn't need to be there in the first place. It's not like you could change something like that at this stage in the game's life, at least not without everyone complaining.

No, but that's what you were basically saying, if I buy a 1000 character (non-sniper), it should be anti-vehicle. If my team loses WF, now what can we defend against tanks if infantry does "too much damage" to tanks and has been edit to do less? Game wouldn't be fun...

I was being sarcastic and just proving a point...

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Subject: Suggestion: infinite clips for infantry  
Posted by [Deathgod](#) on Tue, 27 Apr 2004 15:43:21 GMT  
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I think there would be some serious balance issues if infantry were given infinite ammo. Right now only certain characters can kill a building by themselves, but if infinite ammo became a factor, pretty much everything except those characters using bullet weapons would be able to take out buildings, which is almost every character. This would especially make maps without base defenses a real pain in the ass.

As has been stated already, I think it would make pointwhoring and camping even worse. I can think of a few places in particular that would be pretty bad: Tunnels on Field and Under, and anywhere on Mesa :rolleyes:, but really every map has abusable spots for infantry to cap buildings from relative safety, and I have a feeling that if you gave them infinite ammo with the current balance and damage structure of the game that few people would find a reason to get vehicles except for some extra armor or a quick ride. So unless you plan on nerfing the infantry weapons somewhat as well, I have to say that infinite ammo is probably a bad call.

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Subject: Suggestion: infinite clips for infantry  
Posted by [Deactivated](#) on Tue, 27 Apr 2004 17:24:58 GMT  
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If you can't shoot 'em, beat 'em up and stab in the back.

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Subject: Suggestion: infinite clips for infantry  
Posted by [Slash0x](#) on Tue, 27 Apr 2004 19:35:22 GMT  
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SeaManIf you can't shoot 'em, beat 'em up and stab in the back.  
Yeah, Renegade needs a melee attack...

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Subject: Suggestion: infinite clips for infantry  
Posted by [U927](#) on Tue, 27 Apr 2004 20:45:10 GMT  
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DeathgodI think there would be some serious balance issues if infantry were given infinite ammo. Right now only certain characters can kill a building by themselves, but if infinite ammo became a factor, pretty much everything except those characters using bullet weapons would be able to take out buildings, which is almost every character. This would especially make maps without base defenses a real pain in the ass.

Which is why I suggest that only basic infantry get unlimited ammo, and only one of those basic infantry can actually hurt an MCT: the Engineer.

---

Subject: Suggestion: infinite clips for infantry  
Posted by [Deathgod](#) on Wed, 28 Apr 2004 03:32:15 GMT  
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Yes, someone needs to get to work on a melee attack. Cloakers would be the baddest mofos ever, then.

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Subject: Suggestion: infinite clips for infantry  
Posted by [Cpo64](#) on Thu, 06 May 2004 00:46:39 GMT  
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Umbral\_DelaFlareWhich is why I suggest that only basic infantry get unlimited ammo, and only one of those basic infantry can actually hurt an MCT: the Engineer.

Not true, I have done plenty of damage to a MCT with a Granader and a flame thrower...

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Subject: Suggestion: infinite clips for infantry  
Posted by [spoonyrat](#) on Thu, 06 May 2004 01:00:18 GMT  
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Grenadier damage isn't increased at the MCT. And flamethrowers don't exactly devastate a building

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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...

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Subject: Suggestion: infinite clips for infantry  
Posted by [Deathgod](#) on Thu, 06 May 2004 04:07:08 GMT  
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No, you don't. Grenadiers and rocket soldiers do more damage shooting the walls than the MCT. Same with tanks, except the flamer, because the splash damage from the explosive warheads doesn't affect the MCT. If it did you'd be able to damage the MCT from the outside with tanks and explosive weapons, which would be some seriously broke ass shit.

Go look at <http://www.fudonline.com> at the character page, you can see. We've discussed this and proven it many times over.

Also, a Flamethrower can only do 90% damage to a building, max. His c4 will do 40%, then all 5 clips of ammo do another 50%. Flamethrowers can't kill buildings by themselves. It would also take you far longer than 30 seconds to accomplish that, 59.3 seconds roughly at the soonest. Grenadiers also can't damage a building that much in 30 seconds.

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