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Subject: Re: How to flame apcs-Anybody know?  
Posted by [fl00d3d](#) on Sun, 08 Oct 2006 05:20:10 GMT  
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Matix wrote on Tue, 03 October 2006 20:22: Renegade isn't even a game based on real life. How?

- 1) Most servers (99% of them) have friendly fire ooff
- 2) Repair Guns? wtf, Never seen those in RL..
- 3) WTF is Tiberium in real life?
- 4) Can someone explain to me, how you can carry unlimited ammo in pistols or repair guns? o.o

- (1) You're a n00b and only play Renegade. Cuz if you played any other game you'd realize that Renegade is one of the few FPS's that turn friendly fire off by default.
  - (2) Renegade chose to make their repair "weapon" a gun rather than something like a wrench (as seen in other games like BF2).
  - (3) Tiberium is part of the Command & Conquer storyline and is the equivalent of a radioactive/biohazardous substance ... thus the need for chem suits (chem warriors).
  - (4) I guess you need an explanation on how to carry and infinite amount of ammo in real life, huh? So that it will support your counter-argument? It's part the game engine so that you don't have to run to the 'armory' (pt) every 10 seconds for a refill. And it's not infinite anyway, its 999
  - (5) RENEGADE IS REAL!!!
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