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Subject: Re: The apache and orca

Posted by [Starbuzz](#) on Fri, 08 Aug 2008 20:07:10 GMT

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gkl21 wrote on Thu, 07 August 2008 22:18Is there anything indicating that they should actually have a reload time / clip max amount?

No. I think it was intended.

gkl21 wrote on Thu, 07 August 2008 22:18All other units have these, but those two do not.

Because they (Orca/Apache) are highly vulnerable due to their lack of armor. No-reload compensates for that.

StealthEye wrote on Fri, 08 August 2008 13:59Although I agree it is strange that there is no clip max, the patch will not change presets, so it won't change this.

Nothing strange about no clip. Thank you for that decision.

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