
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.
