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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, 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.

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 amount 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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