
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.
