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Subject: Re: Why WW havent gave unlimited ammo for infantry?

Posted by [Goztow](#) on Fri, 04 Dec 2009 07:38:56 GMT

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Tbh Renegade is already a VERY slow paced game in comparison to any other game. Having to reload your tank would make it nearly impossible to win a game on base destruction because the enemy can happily refill while sitting in their base while you need to drive all the way back to your base.

If a tank bugs you, then go out and kill it. Pro tip: it's usually better to buy a tank yourself to achieve this.

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