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

Posted by [Reaver11](#) on Fri, 04 Dec 2009 10:52:37 GMT

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So in essence you want to have gunners that have to much ammo and will kill your whole base with ease on mesa?

Keep in mind that for most of the infantry its fine tuned that they can just kill a building. (Gunner all rocketrounds and timed c4 or mobius all voltrounds and timedc4)

And it would probably give gdi more advantage then nod. (Maybe not against a chemsprayerrush on volcano)

Tanks with limited ammo will just not work. Especially since reppguns would still have unlimited ammo (even if you change that refiltime!) I wouldn't want to be in a flamer rush and when you nearly finish off the enemys base defence, well your ammo runs out -.-

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