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Subject: Suggestion: infinite clips for infantry  
Posted by [warranto](#) on Tue, 27 Apr 2004 06:43:00 GMT

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Because, as it was stated, that's what the pistol is for. It adds a bit of strategy to the game when you have limited amounts of ammunition. You can't simply go around hitting whatever you want, rather you have to decide targets of priority rather than opportunity. As Crimson pointed out people could take out the harvester, then turn around and fight whatever else was there. If anything regarding ammunition should be changed, Vehicles should be given a limited amount, rather than the infinite they currently have. Though I suppose this was to encourage long tank battles (rather than camping). It's annoying when the battle gets good, and everyone has to turn around and return to refill.

The same could be said about infantry battles, but as it was stated, that's what the pistol is for. I guess it could be considered a sort of punishment for not choosing your targets wisely, or accurately enough. A tank has no other weapon at its disposal for it to rely on if it were to run out of primary weapon ammunition. As well, there is no real logical place for it to reload at.

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