
Subject: Suggestion: infinite clips for infantry
Posted by [Deathgod](#) on Tue, 27 Apr 2004 15:43:21 GMT
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I think there would be some serious balance issues if infantry were given infinite ammo. Right now only certain characters can kill a building by themselves, but if infinite ammo became a factor, pretty much everything except those characters using bullet weapons would be able to take out buildings, which is almost every character. This would especially make maps without base defenses a real pain in the ass.

As has been stated already, I think it would make pointwhoring and camping even worse. I can think of a few places in particular that would be pretty bad: Tunnels on Field and Under, and anywhere on Mesa :rolleyes:, but really every map has abusable spots for infantry to cap buildings from relative safety, and I have a feeling that if you gave them infinite ammo with the current balance and damage structure of the game that few people would find a reason to get vehicles except for some extra armor or a quick ride. So unless you plan on nerfing the infantry weapons somewhat as well, I have to say that infinite ammo is probably a bad call.
