
Subject: Suggestion: infinite clips for infantry
Posted by [U927](#) on Tue, 27 Apr 2004 20:45:10 GMT
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DeathgodI 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.

Which is why I suggest that only basic infantry get unlimited ammo, and only one of those basic infantry can actually hurt an MCT: the Engineer.
