
Subject: Why WW havent gave unlimited ammo for infantry?

Posted by [RoCk2Star](#) on Thu, 03 Dec 2009 20:51:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

I always was wondering about this one, while vehicles have unlimited so why infantry can't have it?

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

Posted by [EvilWhiteDragon](#) on Thu, 03 Dec 2009 21:13:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

RoCk2Star wrote on Thu, 03 December 2009 21:51 I always was wondering about this one, while vehicles have unlimited so why infantry can't have it?

No fun? To prevent retarded snipergames? To have some realism left?

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

Posted by [ArtyWh0re](#) on Thu, 03 Dec 2009 21:14:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

I guess it has something to do with some weapons being too powerful to have unlimited ammo.

For example if you have collected a lot of weapons then the most powerful one (like the PIC) will always be used and never run out of ammo. Therefore none of the other weapons will be used.

Atleast when our most powerful weapon runs out of ammo we will be switching to a different one.

On APB infantry have unlimited ammo but only have 1 weapon and there are no weapon drops.

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

Posted by [ChewML](#) on Thu, 03 Dec 2009 21:16:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Can you imagine everyone running around with mobius/medozas...

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

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 03 Dec 2009 22:14:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah, a skilled enemy sniper in a good vantage point when you either have no WF or no credits will get annoying really fast.

Though APB does have unlimited ammo for infantry, so you can always try that.

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

Posted by [Distrbd21](#) on Thu, 03 Dec 2009 23:07:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

[NEFobby[GEN] wrote on Thu, 03 December 2009 16:14]Yeah, a skilled enemy sniper in a good vantage point when you either have no WF or no credits will get annoying really fast.

Though APB does have unlimited ammo for infantry, so you can always try that.

^^ me and my 500 sniper when i get going good in game, everyone on st0rm called me a hacker because they couldn't find me,ps had the commander drop me some ammo when i needed it LOL.

Is there away in objects to add in a server where you can set the tank rounds that you get with a tank, and have like a script zone all or something when you enter it it will refill you ammo in your tank?, but make it slow like the repair pads?

That would keep people from whoring all the dam time, it will also slow down the game to make it more real.

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

Posted by [Canadacdn](#) on Thu, 03 Dec 2009 23:19:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is one of the dumbest questions I've ever seen asked here. Also, the pistol has infinite ammo.

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

Posted by [Tupolev TU-95 Bear](#) on Thu, 03 Dec 2009 23:21:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Thu, 03 December 2009 23:19This is one of the dumbest questions I've ever seen asked here. Also, the pistol has infinite ammo.

dont u mean the dumbest thread ever?

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

Posted by [ChewML](#) on Thu, 03 Dec 2009 23:21:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Thu, 03 December 2009 17:19This is one of the dumbest questions I've ever seen asked here. Also, the pistol has infinite ammo.

That with "cheat name removed" and you are good to go.

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

Posted by [GEORGE ZIMMER](#) on Fri, 04 Dec 2009 05:35:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can run in and refill ammo from a PT as infantry. You can't with a vehicle.

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

Posted by [Distrbd21](#) on Fri, 04 Dec 2009 06:50:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

GEORGE ZIMMER wrote on Thu, 03 December 2009 23:35 You can run in and refill ammo from a PT as infantry. You can't with a vehicle.

that is why i was asking if its possible to make a script for it or away alrdy in the game that can do it, would be nice because in real life tanks don't have 999 ammo.

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

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

[View Forum Message](#) <> [Reply to Message](#)

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.

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

Posted by [liquidv2](#) on Fri, 04 Dec 2009 08:14:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

i'd like to see a server where infantry have unlimited ammo
it would make them more valuable whereas now they are far less valuable than vehicles in most situations and completely change the game

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

Posted by [Goztow](#) on Fri, 04 Dec 2009 08:22:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Which is how it's ought to be IMO .

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

Posted by [RoCk2Star](#) on Fri, 04 Dec 2009 10:07:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Maybe my thought was way too much, but infantry has too low ammo. I agree than 1000 characters would be overused, however in my opinion ammo should be doubled for 100 characters and doubled for these below 1000 or tripled. Vehicles overshadow infantry a bit due to unlimited ammo, it might be a good option to have much more ammo. It will add better possibilities to infantry rushes ..

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

Posted by [Goztow](#) on Fri, 04 Dec 2009 10:14:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

You always have your pistol remaining.

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

Posted by [RoCk2Star](#) on Fri, 04 Dec 2009 10:52:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Fri, 04 December 2009 11:14 You always have your pistol remaining.

Gj killing tank with it :*

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

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

[View Forum Message](#) <> [Reply to Message](#)

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 repguns 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 -.-

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

Posted by [reborn](#) on Fri, 04 Dec 2009 11:22:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

If nothing else, it might be an interesting experiment to see how a few maps plays out with unlimited inf ammo.

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

Posted by [EvilWhiteDragon](#) on Fri, 04 Dec 2009 12:35:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Fri, 04 December 2009 12:22If nothing else, it might be an interesting experiment to see how a few maps plays out with unlimited inf ammo.

I concur, but if you must try it. Infantry just can't carry a lot of ammo, particularly when compared against vehicles. Infantry should be weaker than vehicles just because it makes sense. When you're in a stupid humvee you die slower from machinegun fire than when you're an soldier in the open. If anything APC and tank armour should be increased VS infantry.

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

Posted by [Spoony](#) on Fri, 04 Dec 2009 13:21:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

even if you gave infantry unlimited ammo, they'd still be practically weaker than tanks.

i think giving infantry unlimited ammo (except c4 obviously) is a pretty good idea.

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

Posted by [The Party](#) on Fri, 04 Dec 2009 15:41:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

GEORGE ZIMMER wrote on Thu, 03 December 2009 23:35You can run in and refill ammo from a PT as infantry. You can't with a vehicle.

I think the solider, shotgunner, and flamethrower should have unlimited ammo. Since they are cheap and do very little damage anyway.

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

Posted by [ChewML](#) on Fri, 04 Dec 2009 17:25:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

The G-Man wrote on Fri, 04 December 2009 09:41GEORGE ZIMMER wrote on Thu, 03 December 2009 23:35You can run in and refill ammo from a PT as infantry. You can't with a vehicle.

I think the solider, shotgunner, and flamethrower should have unlimited ammo. Since they are cheap and do very little damage anyway.

Flamethrower could kill a building too easy in small game.

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

Posted by [Distrbd21](#) on Fri, 04 Dec 2009 17:37:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

The G-Man wrote on Fri, 04 December 2009 09:41GEORGE ZIMMER wrote on Thu, 03 December 2009 23:35You can run in and refill ammo from a PT as infantry. You can't with a vehicle.

I think the solider, shotgunner, and flamethrower should have unlimited ammo. Since they are cheap and do very little damage anyway.

the solider is a deadly weapon in the right hands, When i'm on st0rm i run off with a solider and take out a havoc or sak without even trying, i use free aim and i aim for the head, but i also play alot of DM so i know how to use the solider.

but you wont need unlimited ammo because just because you have that does not mean they will not go back and refill just because they got shot, hell in st0rm i have to hs about 20% of the players there because when i shoot them once they go refill.
