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

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

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reborn wrote on Fri, 04 December 2009 12:22 If 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.

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