
Subject: Suggestion: infinite clips for infantry

Posted by [Slash0x](#) on Tue, 27 Apr 2004 15:36:32 GMT

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m1a1_abrams You don't have to roll your little internet eyes at me, thanks. Especially since I wasn't actually suggesting removing the 1000 credit characters, just that perhaps they didn't need to be there in the first place. It's not like you could change something like that at this stage in the game's life, at least not without everyone complaining.

No, but that's what you were basically saying, if I buy a 1000 character (non-sniper), it should be anti-vehicle. If my team loses WF, now what can we defend against tanks if infantry does "too much damage" to tanks and has been edit to do less? Game wouldn't be fun...

I was being sarcastic and just proving a point...
