
Subject: Re: infantry Vs vehicles

Posted by [Sniper_De7](#) on Tue, 31 Oct 2006 12:07:39 GMT

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

help-linux wrote on Tue, 31 October 2006 02:23put a sydney (ion) again a arty. see who wins.

it is all about skill. if the sydney just stood there (shooting) the arty would win.

If there were no vehicle limit, than vehicles should always win against infantry. 10 APC's > 10 Infantry of other team's choice. However, in a case like a 20 player game or more, 7 APCs would probably still be better than 10 infantry, because vehicles are that much more powerful. But if you're going to talk about a server that has 40 people it's a little hard for a team of vehicles to do as much as it could since they're fighting against more infantry, 7 APCs most likely wouldn't match 20 Infantry (if they all decided to be PICs) It's rare to find a server where you'd have that many people even smart enough to get PICs, it's also rare that people would have the money in the first place to afford it. It's also common that there are at least 2 hotwires defending. But yeah, tanks are best in conjunction with a tech/hotwire inside of them, however, they're still very effective without a tech or hotwire.

As for the 1v1 situation, You couldn't possibly just state a scenario like that and have a real answer. For one, it depends on the map. It depends on where you are on the map. It depends on how accurate the guy in the arty can shoot, it depends on how smart he is, and knows when to take cover and where a safe place is to be behind a wall and just repair to full while if the pic even decided to get closer he'd get creamed. It also depends partly on if the PIC is able to at least dodge, granted, that any idiot knows this, as any idiot is able to hit a vehicle with a gun that reaches its target instantly and the target is so big compared to infantry.

Besides the point, who said the artillery would be the choice of vehicle against infantry? How, pray tell, would a PIC be able to kill an APC that can easily outrun it and just repair behind cover, even if the guy in the APC sucked so much he couldn't kill a lone PIC?

It's just completely *stupid* to say you saw a case in some stupid public server where they lost the warfactory/strip and decided to camp with infantry and still win. For one thing, as said, in a 40 player server you can have way more infantry than vehicles. But oh no, if you have snipers with your vehicles, even though you only have 7 vehicles to 20 infantry, it somehow is unfair? If you had 7 vehicles and 13 infantry on one team, you seem to think this is somehow unfair? Well, why? Say 13 snipers killed 13 snipers on the other team, that leads you with 7 infantry vs 7 vehicles. But oh no, why would THAT count, right? Another thing is that it's a PUBLIC FUCKING SERVER - Meaning, The skill level is so varied, that just because some nuke went off, or some rush worked on the other team because some of the good players were in the tunnels fucking around sniping, doesn't mean they were the best team in the first place, because maybe the people fucking around in the tunnels decided to actually try after they lost the war factory/strip and decided to defend? Also, the individual skill is also quite low in publics because 99% of the people in vehicles aren't able to bodyshot infantry, or how to aim properly in an APC.

Truth is, in a case of a large server, and you kill the other team's warfactory/strip, the best thing to do would be to camp because you should have the most points, and that is usually the case, and

even if it wasn't the case, it'd be, 99% of the time, that the other team would have more points because they bought vehicles too .

But whatever, if you still don't see the point, I might cry to jesus asking him why are people stupid
