We had the server running with 50 people in game and a consistent 100 SFPS. I also know for a fact that we can likely push that higher.

It was extremely smooth to play in.

CPU usage is about the same but I can't give you any data on bandwidth.

I'm waiting for someone to create a mass of light or medium tanks to see how the server handles all of the extra objects floating around. On the 3.4 FDS SFPS would drop to about 45.