
Subject: infantry Vs vehicles

Posted by [futura83](#) on Sat, 19 Aug 2006 22:59:55 GMT

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ive found that recently, ive found infantry to be much more useful to a team than tanks are, mainly cos theyre a smaller target for the enemy.

the best units on the game are raveslaw and assault suit sydney, as their guns do an insane amount of damage to vehicles (80 to a heavy armoured one isnt it?) and can own hummers, buggies, arties, mrls, apaches, and orcas when in the right hands.

but there are situations that cal for a tank, especially when you need to get past advanced defences.(although, the obi being as crap as it is could be rushed wih 5 or 6 co-ordinated players, and on mapes like hour glass, 2 players could rush from the tunnel and one would make it to the obi.)

what do you think is better, infantry, or vehicles?

Subject: Re: infantry Vs vehicles

Posted by [mrpirate](#) on Sat, 19 Aug 2006 23:29:48 GMT

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Vehicles are better.

Subject: Re: infantry Vs vehicles

Posted by [Sniper_De7](#) on Sun, 20 Aug 2006 00:11:04 GMT

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mrpirate wrote on Sat, 19 August 2006 18:29Vehicles are better.

Subject: Re: infantry Vs vehicles

Posted by [jnz](#) on Sun, 20 Aug 2006 00:15:38 GMT

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it depend on the sutiation, if you go against a raveslaw you will most likly lose

Subject: Re: infantry Vs vehicles

Posted by [Spoony](#) on Sun, 20 Aug 2006 00:32:43 GMT

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Vehicles are better - they last longer, they don't need to refill, the user can heal himself in the field,

they're much faster in most cases, they pack much more firepower...

As for "going against a raveshaw", in skilled hands a tank driver is very unlikely to lose a vehicle of any description to an infantry unit of any description (excluding a ramjet) in a 1 on 1 situation, no matter the skill level of the infantry user.

Subject: Re: infantry Vs vehicles
Posted by [Dover](#) on Sun, 20 Aug 2006 09:58:53 GMT
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Vehicles and infantry are pretty well balanced in Renegade.

It's a well known fact that it's much much much harder to win a game via basekill with only infantry, but have you ever tried defending a base with only vehicles?

You need both, but I find it easier for a team to work with infantry, since they back a comparable punch, but there's no limit on them.

Subject: Re: infantry Vs vehicles
Posted by [thrash300](#) on Sun, 20 Aug 2006 10:16:28 GMT
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Dover wrote on Sun, 20 August 2006 04:58 Vehicles and infantry are pretty well balanced in Renegade.

It's a well known fact that it's much much much harder to win a game via basekill with only infantry, but have you ever tried defending a base with only vehicles?

You need both, but I find it easier for a team to work with infantry, since they back a comparable punch, but there's no limit on them.

True. Why else do you think a regular tank in Renegade can carry more than 1 person. Unless you have 100 Prototype Suites right outside the NOD base then..... they will have no money, and no vehicles on the field. Although I do not think that that has ever happened... Yet

Subject: Re: infantry Vs vehicles
Posted by [Spoony](#) on Sun, 20 Aug 2006 15:58:36 GMT
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Dover wrote on Sun, 20 August 2006 17:58 Vehicles and infantry are pretty well balanced in Renegade.

It's a well known fact that it's much much much harder to win a game via basekill with only infantry, but have you ever tried defending a base with only vehicles?

yeah - far easier than with only infantry. All you need is tanks and one hotwire/tech... unless it's a flying map in which case a ramjet in the mix as well.

Dover wrote on Sun, 20 August 2006 17:58 You need both, but I find it easier for a team to work with infantry, since they back a comparable punch, but there's no limit on them. They really, really don't

Subject: Re: infantry Vs vehicles
Posted by [Dover](#) on Mon, 21 Aug 2006 13:33:25 GMT
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MaidenTy1 wrote on Sun, 20 August 2006 08:58 yeah - far easier than with only infantry. All you need is tanks and one hotwire/tech... unless it's a flying map in which case a ramjet in the mix as well.

That's one way, but isn't it easier to have 15 Pics and nubjets? That's not too uncommon in a 40 person game when the WF goes down and people know what they're doing.

MaidenTy1 wrote on Sun, 20 August 2006 08:58
They really, really don't

Of course they do. The only disadvantage they suffer is slow reloading (Pic/Railgun) and having to reload.

Subject: Re: infantry Vs vehicles
Posted by [Goztow](#) on Mon, 21 Aug 2006 13:58:32 GMT
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Really Dover: to get a good game, you really shouldn't play in 40 players servers... (personal preference)

Subject: Re: infantry Vs vehicles
Posted by [Dover](#) on Mon, 21 Aug 2006 14:19:35 GMT
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I play on n00bstories and almost nothing else. The experience I get there is good, since I know the regulars and there's a wonderfully low amount of n00bs.

Subject: Re: infantry Vs vehicles
Posted by [MexPirate](#) on Mon, 21 Aug 2006 23:01:03 GMT
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Vehicles > Infantry - you can out repair ANY infantry with a hottie/tech so 1v1 you can make any infantry obsolete by jumping out and repairing - imo infantry are much better utilised as support for vehicles when you need the extra damage to finish off a teched vehicle, infantry are far to vulnerable when roaming about to a well placed shot(s) from all types of unit.

Vehicles are better at defending, holding the field, destroying other vehicles and attacking the enemy base - the only things (imo) infantry excel at is killing other infantry, supporting tanks and repairing/mining the base. The situation changes somewhat when base defences are down, but you will have a hard time sneaking anywhere when there are 40 people in the server.

also imo, you will get a much better game when playing on a smaller servers, to say that there aren't many n00bs in a 40 player server is laughable.

Subject: Re: infantry Vs vehicles

Posted by [Spoony](#) on Tue, 22 Aug 2006 23:37:02 GMT

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Dover wrote on Mon, 21 August 2006 08:33 That's one way, but isn't it easier to have 15 Pics and nubjets? That's not too uncommon in a 40 person game when the WF goes down and people know what they're doing.

PICs, ramjets etc would do an OK job, but tanks will do a better job... an APC or two patrolling the outside of your buildings will make it virtually impossible to SBH nuke it or to tech sneak, and last time I checked an enemy sniper can't take out an APC with one shot.

Dover wrote on Mon, 21 August 2006 08:33 Of course they do. The only disadvantage they suffer is slow reloading (Pic/Railgun) and having to reload.

What game are you playing? It doesn't sound like Renegade. Infantry (other than ramjets) don't have comparable firepower to tanks.

Subject: Re: infantry Vs vehicles

Posted by [Deathgod](#) on Sat, 07 Oct 2006 11:44:38 GMT

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Mobius/Mendoza come pretty close in damage over time since they don't have to reload as often. They can melt a Stank in one clip each, or two clips for a Med/Flamer/Light/anything but a Mammy.

Still, one sniper can take out a whole base full of infantry. I can't think of an infantry unit who can take out a whole base full of heavy armor, besides someone haxing teh Gibson.

Subject: Re: infantry Vs vehicles

Posted by [Ryu](#) on Sat, 07 Oct 2006 15:35:25 GMT

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Sniper_De7 wrote on Sat, 19 August 2006 20:11
18:29Vehicles are better.

Subject: Re: infantry Vs vehicles
Posted by [Tzar469](#) on Fri, 13 Oct 2006 02:02:25 GMT
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Vehicals are better. That's why there is a limit on them.

Subject: Re: infantry Vs vehicles
Posted by [Renegera](#) on Fri, 13 Oct 2006 04:25:26 GMT
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Say what you guys Want. I like infantry better.

Even in tank rushes, im a genius in a tank, but id rather follow as the rave/sydney.

Why? To help them take out the other teams tanks, plus i can pay attention for mendoza/mobi and rape them with my rave/syd.

Trust, most of the times games are won, its because there was one or two players sniping the shit out of the mobis and mendozas.

The other times, its all about tank rushes

Not saying tanks are bad, justa personal preference towards infantry.

Subject: Re: infantry Vs vehicles
Posted by [Goztow](#) on Fri, 13 Oct 2006 06:47:00 GMT
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It's just fun to take out people with rave/pic. But tanks will always be much more effective.

Subject: Re: infantry Vs vehicles
Posted by [Sniper_De7](#) on Sat, 14 Oct 2006 11:54:28 GMT
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cheekay77 wrote on Thu, 12 October 2006 23:25
Say what you guys Want. I like infantry better.

That's all good in the hood, but that doesn't mean they are better, and if you don't care to be better in a tank, and just stay with infantry, that is your own prerogative.

Even in tank rushes, im a genius in a tank, but id rather follow as the rave/sydney.

Again. You can do whatever you want. I'd highly doubt you're a "genius" in a tank, though.

Why? To help them take out the other teams tanks, plus i can pay attention for mendoza/mobi and rape them with my rave/syd.

Spoony has it on the dot, but i'll elaborate. Most of the time, like 95% of the time, there is not enough vehicles for vehicle limit. I would agree that if there is a vehicle limit and no one else is losing their tanks, than a PIC/rave would be an alternative - however. if it is not the limit, than a tank would be a better choice. Because they are more efficient (If you're actually *good* in tanks) in killing vehicles/infantry. Also, in the case of fighting infantry vs tanks, if you have a hotwire/tech in your vehicle (you should) you can out-tech any infantry firing at you. Thus, you basically *NEED* more people who you are firing at, and you'd need quite a bit more. Which is pretty much not going to happen. Their range and mobility are also poor to tanks - even if by some small chance a tank is losing, it could easily outrun any infantry. As for mobius/mendozas - they're a joke in concerning anti-vehicles. They're terrible. The only way someone could possible make them think they're good is if someone was being shot by more than just the mend/mobius, making it look like the mobius did a good deal. The only infantry worth stand-alone against vehicles, and particularly only against light vehicles, are ramjets. Even then, it's epitome of annoying and, i hate to say it, but "n00b" because anyone can sit there shooting vehicles, plus the amount of points they get and everything, that's why it's overpowered, but that's another discussion.

Now - I'm not going to discount the usefulness of infantry, because in conjunction with vehicles, infantry can be effective - Say, a PIC/Rave with an APC or Light tank. You can use an apc get out and shoot with a pic - get back in (by this time your PIC/rave is reloading inside your apc) and shoot, i don't know, maybe 20 rounds get back out and you'll have your shot again to be able to fire again

Trust, most of the times games are won, its because there was one or two players sniping the shit out of the mobis and mendozas.

No, that is not "most of the time" in fact - It's probably near 0% of the time. You *really* don't have anything to back up that statement. The last time I've seen a mobius or mendoza, they were doing nothing, and they can't do anything.

Scenario 1. Field - What the hell is a mobius or mendoza going to do? Well, they can go in the tunnels, and shoot at buildings, a totally ineffective way that takes like 3 people to kill the building...or more... Or they can go out into the field, where they have limited range, can be fired upon by vehicles half way across the map, not to mention, the small places they can "hide" can easily be flushed out by arts splash damaging them.

Scenario 2. Say Islands - Say a team is smart and mined... They're not going to be able to go through the tunnels (even so, what is an APC decided to camp the tunnels, if you think a

mobius/mendoza even has the slightest chance to kill an APC, than you are seriously in the wrong server, and you are completely misguided. If they went out into the open, they would be rushed by med/light tanks / arts, and maybe APCs. Their only effectiveness would be to be up close but if they get too close, the tank will surely win, so they stay back a bit. It's when a person can easily just repair the vehicle with a tech/hottie and while the guy is reloading have pot shots on him.

The other times, it's all about tank rushes

The "most of the time" probably applies here, if people were smart - at least. Unfortunately, people have this crazy idea that if you have 7 tanks, you should always rush. This is stupid. You may be called campers or what not, but if the other team has like 3 or more vehicles in their base, your rush will fail, and they will have the field, and then you'll be in the predicament where you'll have to take back the field instead of the other team. Instead, sit back and take cover and fire at any bottlenecks vehicles can come through, with the succession of your team firing, it's very hard to take back a field that way, and if you kill a couple tanks, or if they desperately rush and fail - then you can rush in and hopefully plan on killing a building, although you can be content with sitting outside their base killing the harv each time it comes out. That's why I hate when people on publics say "rush!" when I'm like on GDI and Nod has flame tanks and artilleries camping their base and they get totally obliterated and I'm left alone with defending against them by myself in the field until my team gets its act together to come back out on the field after that mishap.

Not saying tanks are bad, just a personal preference towards infantry.

And you can choose whatever you want, but tanks are better than infantry. That might not ring true for everybody, but if you took the person with the best infantry skills vs the best tank - the best tank will win. Most people don't try and become better tank pilots - thus, they pick the easier choice - infantry (pic/rave) and it is easier to use than tanks. They fire instantly and have a pretty good range. Unfortunately, matched against a person in a tank who knows what he's doing, he falls short.

To re-iterate a point - Just because person 'A' who is wielding weapon 'A' and kills person 'B' who is wielding weapon 'B' doesn't mean that weapon 'A' is better than weapon 'B' I've killed plenty of sakuras as a joke with a tib sydney, that hardly means they're better than sakuras in killing infantry, or that tib sydenys should be better than sakuras. Thus, just because you happen to be able to kill some tanks with a PIC/rave - That hardly means PICs/raves are better than tanks. Because it depends *A LOT* on the person who is piloting the vehicle, than it does on which vehicle that person is using. If you beat some people who can't aim for anything with a PIC, it hardly means anything. It just proves that the person wasn't very good. Now I'm not going to say it's something that is easily mistaken, because if you haven't played many clanwars (where, logically, clans like to use tactics that work the best so they have the best advantage) than you wouldn't know that they prefer tanks to PICs/raves. If they *were* better, than people who played clanwars would have figured this out a long time ago and would have begun to use them exclusively - unfortunately they are not better, and they are not used that often, save for being inside vehicles. If I'm correct in guessing, you have not played in clanwars, and if you have probably not against anyone good, and so that's why I can't blame you if you're misguided with thinking infantry are better.

Subject: Re: infantry Vs vehicles
Posted by [Spoony](#) on Sat, 14 Oct 2006 14:44:21 GMT
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I'm starting to think we were separated from birth...

Subject: Re: infantry Vs vehicles
Posted by [mrpirate](#) on Sat, 14 Oct 2006 15:11:43 GMT
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person A doesn't kill person B

Subject: Re: infantry Vs vehicles
Posted by [MexPirate](#) on Sat, 14 Oct 2006 21:24:40 GMT
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mrpirate wrote on Sat, 14 October 2006 11:11 person A doesn't kill person B

lol

Subject: Re: infantry Vs vehicles
Posted by [DaN#GW](#) on Sat, 14 Oct 2006 22:59:24 GMT
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Sniper_De7 wrote on Sat, 14 October 2006 12:54 I've killed plenty of sakuras as a joke with a tib sydney

Subject: Re: infantry Vs vehicles
Posted by [Sniper_De7](#) on Sat, 14 Oct 2006 23:07:16 GMT
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What I mean to say is that tib sydenys are the best units ever and that sakuras fall to them like france falls to germany, so if you lose to a tib sydney it's nothing special.

Subject: Re: infantry Vs vehicles
Posted by [mrpirate](#) on Sat, 14 Oct 2006 23:30:08 GMT
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yes, that > an unco-ordinated stank rush, and yes that > buggies...

Subject: Re: infantry Vs vehicles

Posted by [Dover](#) on Fri, 20 Oct 2006 03:44:13 GMT

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Okay, picture this. It's the last 5 minutes of C&C_Islands. GDI has nothing but their barracks left, but since it's islands they have a large amount of cash accumulated. Nod has nothing but the airstrip left, and also has a large amount of cash left. The teams are 20v20 of average skill and no complete n00bs with equally good teamwork on both sides. The score is roughly tied. Who wins?

GDI, because Infantry > Tanks. No matter how coordinated the APC rush is, if the infantry aren't complete n00bs and someone sees them early and calls what they're doing, they're fucked.

Artys would just be ramjet-fodder without techs behind them.

In any case, no nuke could even hit the bar at this point.

Subject: Re: infantry Vs vehicles

Posted by [Goztow](#) on Fri, 20 Oct 2006 07:01:22 GMT

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That's just because the vehicle limit of 7 isn't appropriate for a 20v20 game.

14 apc's with a nuke would still own them.

Subject: Re: infantry Vs vehicles

Posted by [Spoony](#) on Fri, 20 Oct 2006 12:26:33 GMT

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Dover wrote on Fri, 20 October 2006 04:44 Artys would just be ramjet-fodder without techs behind them.

Spoony wrote: 7 teched arties

Subject: Re: infantry Vs vehicles

Posted by [MexPirate](#) on Fri, 20 Oct 2006 12:31:39 GMT

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pff damn right - if 20 camping infantry (respawning) can hold off 7 vehicles, with basic inf then infantry obviously miles better than vehicles.

rofl

Subject: Re: infantry Vs vehicles
Posted by [jnz](#) on Fri, 20 Oct 2006 16:24:33 GMT
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all you need is an SBH on the field, you damage the vec. the SBH takes it.

if it is in the situation that dover described, it is very unliky there will be techs.

Subject: Re: infantry Vs vehicles
Posted by [Spoony](#) on Fri, 20 Oct 2006 16:40:28 GMT
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help-linux wrote on Fri, 20 October 2006 11:24all you need is an SBH on the field, you damage the vec. the SBH takes it.

if you play against complete idiots, yes, I suppose that's true... if the tank users have intellects, then it's unlikely.

help-linux wrote on Fri, 20 October 2006 11:24if it is in the situation that dover described, it is very unliky there will be techs.

Why?

Subject: Re: infantry Vs vehicles
Posted by [futura83](#) on Fri, 20 Oct 2006 17:27:16 GMT
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MaidenTy1 wrote on Fri, 20 October 2006 17:40help-linux wrote on Fri, 20 October 2006 11:24all you need is an SBH on the field, you damage the vec. the SBH takes it.

if you play against complete idiots, yes, I suppose that's true... if the tank users have intellects, then it's unlikely.

help-linux wrote on Fri, 20 October 2006 11:24if it is in the situation that dover described, it is very unliky there will be techs.

Why?

it's possible that there will be techs. but if you take out the techs, then the arties are fodder to sniper fire

(and possibly and engis repairing it)

the inf would generally win, as they are harder to hit, and you get less points for killing one.

Subject: Re: infantry Vs vehicles
Posted by [jnz](#) on Fri, 20 Oct 2006 17:42:11 GMT
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MaidenTy1 wrote on Fri, 20 October 2006 17:40
help-linux wrote on Fri, 20 October 2006 11:24if it is in the situation that dover described, it is very unlikely there will be techs.
Why?

because there is no hand of nod. engi are not as good. the arti would be toast without about 4 engis on it

Subject: Re: infantry Vs vehicles
Posted by [Goztow](#) on Sat, 21 Oct 2006 06:29:30 GMT
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Even if what Dover says would be true, it is stupid to prove a point through such a specific situation. I could also say: infantry owns everything because when only the pp is alive on a map, then our snipers make a lot of kills and can cover a nuke!

Subject: Re: infantry Vs vehicles
Posted by [Deathgod](#) on Sat, 21 Oct 2006 12:53:36 GMT
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Dover wrote on Thu, 19 October 2006 03:35How many times does the 8 (FlameTank, APC, StealthTank, Buggy) rush need to fail on C&C_Islands when GDI only has a barracks for people to realize that infantry kick a lot of ass?!

One APC would ruin a lot of days there.

Subject: Re: infantry Vs vehicles
Posted by [Deathgod](#) on Sat, 21 Oct 2006 12:54:47 GMT
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Something to think about too: The larger the server, the lower the vehicles-to-people ratio and the more people to tech behind those vehicles.

Subject: Re: infantry Vs vehicles
Posted by [Spoony](#) on Sat, 21 Oct 2006 13:36:45 GMT
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the17doctor wrote on Fri, 20 October 2006 12:27it's possible that there will be techs. but if you take out the techs, then the arties are fodder to sniper fire
The techs don't need to expose themselves, they can hide behind rocks, they can hide behind the arties.

Subject: Re: infantry Vs vehicles
Posted by [Dover](#) on Mon, 30 Oct 2006 07:42:29 GMT
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So basically everyone is only saying that vechs are good when they have techs (An infantry) behind them?

Of course teched artys or teched mammys or teched anything owns. That's combining infantry AND vehicles.

Take an even number of 1000 infantry and put them against any vehicle of your choice, no techs. Infantry win.

Subject: Re: infantry Vs vehicles
Posted by [MexPirate](#) on Mon, 30 Oct 2006 09:35:20 GMT
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Dover wrote on Mon, 30 October 2006 01:42Take an even number of 1000 infantry and put them against any vehicle of your choice, no techs. Infantry win.

Am I the only one failing to see your point?

Dover wrote on Mon, 30 October 2006 01:42So basically everyone is only saying that vechs are good when they have techs (An infantry) behind them?

No, that isn't what has been said at all.

Subject: Re: infantry Vs vehicles
Posted by [Spoony](#) on Mon, 30 Oct 2006 18:20:34 GMT
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Dover wrote on Mon, 30 October 2006 01:42So basically everyone is only saying that vechs are good when they have techs (An infantry) behind them?

Of course teched artys or teched mammals or teched anything owns. That's combining infantry AND vehicles.
sigh... idiot

Subject: Re: infantry Vs vehicles
Posted by [Renegade](#) on Mon, 30 Oct 2006 18:47:33 GMT
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I think he totally missed that point ^^

Subject: Re: infantry Vs vehicles
Posted by [Sniper_De7](#) on Mon, 30 Oct 2006 23:53:13 GMT
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600

Subject: Re: infantry Vs vehicles
Posted by [jnz](#) on Tue, 31 Oct 2006 08:23:30 GMT
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put 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.

Subject: Re: infantry Vs vehicles
Posted by [Goztow](#) on Tue, 31 Oct 2006 08:28:49 GMT
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help-linux wrote on Tue, 31 October 2006 09:23put 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.
You also missed the point?

Subject: Re: infantry Vs vehicles
Posted by [Spoony](#) on Tue, 31 Oct 2006 09:02:40 GMT
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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.
It's about skill where the arty is concerned. It takes no skill whatsoever to hit an arty with a sydney, but a skilled player can consistently bodyshot infantry with an arty.

Subject: Re: infantry Vs vehicles
Posted by [Sniper_De7](#) on Tue, 31 Oct 2006 12:07:39 GMT
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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

Subject: Re: infantry Vs vehicles
Posted by [Goztow](#) on Tue, 31 Oct 2006 12:51:44 GMT
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You should also take the money in account:

7 apc's + 1 nuke = 4500 where 8 pic's = 8000. Still I expect the 4500 to win over the 8000 (as in: kill the building).

Subject: Re: infantry Vs vehicles
Posted by [Deathgod](#) on Sat, 04 Nov 2006 19:21:02 GMT
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Dover wrote on Mon, 30 October 2006 02:42So basically everyone is only saying that vechs are good when they have techs (An infantry) behind them?

Of course teched artys or teched mammys or teched anything owns. That's combining infantry AND vehicles.

Take an even number of 1000 infantry and put them against any vehicle of your choice, no techs. Infantry win.

I'm sorry but even as much as I love infantry in this game I have to call bullshit on your post here. As has been said already, an APC is more than a match for any infantry unit in this game in a 1v1 fight and it's half the cost of the most effective infantry units which would be its best counters. It can cover far more ground than foot units can, it's got unlimited ammo, and it's going to take a lot of hits before it goes down, whereas it can kill your foot soldier in 3 headshots at most. We nicknamed APCs Anti-Personnel Carriers for this reason. APC >>>>>> infantry. To be honest, pretty much any vehicle owns infantry though 1v1, the vehicles have a heavy advantage in most fights.

Subject: Re: infantry Vs vehicles

Posted by [MrWiggles](#) on Thu, 23 Nov 2006 21:55:42 GMT

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Deathgod wrote on Sat, 04 November 2006 13:21Dover wrote on Mon, 30 October 2006 02:42So basically everyone is only saying that vechs are good when they have techs (An infantry) behind them?

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i think apc is more of an abbreviation..
