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Subject: Vehicles vs Infantry

Posted by [terminator 101](#) on Tue, 14 Feb 2006 21:36:27 GMT

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Worst Case Scenario

Map: Under, Estimated number of people: 20

Almost everyone on GDI buys vehicles, and block the entrance to the Nod base, and Nod only buys 2 artilleries(or almost none) and try to defend, but no one repairs the artilleries or buys any more or any other vehicles.

Who do you think is going to win? GDI of course.

I feel that Infantry in Renegade is a bit underpowered, because they have limited ammo, and they don't do as much damage as vehicles, unless the are used in groups of at least 3(which is rare)

This ammo limit is a bit annoying, and it makes infantry less usefull too.

I think that at least the basic Infantry should have infinite ammo.

Vehicles on the other hand are much more useful in almost any kind of situation.

Yes, 5 Raveshaws can destroy whole army of tanks, but for base attacking, they are not that good.

I can't think of any thing else right now, but you get the idea.

In most games that I play on n00bstories.com servers(those are mostly the only servers that I play on), if team A buys many vehicles and team B does not, team B is doomed(on any map).

The point is, if most people on your team prefer only infantry, your team is doomed.

One more thing that I wanted to say. For past few days that I have been playing, the teams are hardly ever balanced. It is usually like this: one team full of noobs(mostly), other has 3 more more good players(with very fast computers of course) who do all the work. And also, often I am one of the few people who repair others.

Usually 2 out of 15 people (or more likely one) repair others, which makes me think that many people are forgetting that this is a team based strategy game. One person alone can't really do squat.

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