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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.

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