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Subject: Re: CarrierII's avatar

Posted by [Dover](#) on Mon, 08 Jun 2009 09:43:28 GMT

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CarrierII wrote on Mon, 08 June 2009 01:48Carrier rush.

Assuming equal (Or at least similar) numbers, BattleCruisers put carriers to shame. Interceptors deal poor damage to high-armor targets like BattleCruisers, and as if that wasn't enough, Yamato Cannon decides the battle before it begins. Take the example of 12 carriers vs 12 BCs; Two BattleCruisers Yamatoing a carrier is enough to destroy it, which means 12 v 12 instantly becomes 12 v 6.

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