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Subject: Re: @Crimson

Posted by [R315r4z0r](#) on Mon, 18 Oct 2010 13:34:37 GMT

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What I mean is that if there are less people, but still more than 7, all the game's focus (or at least 80% of it) is devoted to vehicle combat.

If there is too many infantry units on your team, then the enemy will overrun you with their vehicles and vis versa.

There is usually, in these games large amounts of idle playing field behind the action that is currently taking place on the map.

Basically, 12-16 players is a much more laid back environment as opposed to there being 60 players or more.

What I mean by "no imminent threat" is that there is usually a lul period in which your base is not under attack. Sure there are the chance of small infantry rushes, but that's not a constant problem. On a 120 player server, the action is so tight, that you can't afford to leave your base unattended for even a moment because there is always something that needs your attention.

And also, I'm going to disagree with your statement. It is not hard to defend your base with less people. Especially if the teams are even. I used to play on a server that played 4 vs all (usually 16) and the 4 won the vast majority of the time. It wasn't about communication, because a number of times I played on the 4 and there was no teamspeak or anything. It's about knowing your team, how they play, and knowing your own strengths. If you know that, it's easy to merge tactics with your teammates, defend and win, even with the odds stacked 3:1 against you.

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