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Subject: Re: @Crimson

Posted by [Homey](#) on Mon, 18 Oct 2010 19:18:26 GMT

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I was always under the impression that this game was designed for 32 players. Half the team tanking, half being infantry and support. I just figured that from one of the default server sizes in some FDS readme from years ago. Honestly 32-40 has the best balance in the game IMO. I've always maintained that the vehicle limit should be half of the team's max player. Ie 40 player server = 10 tanks per side. It kind of helps fight the campfest troop talks about in 40+.

In all honestly, no one here truly knows. But 16-40 seems like what they logically thought was appropriate.

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