iRANian wrote on Wed, 19 October 2011 09:20how come nod wins some maps 80% of the time with them then?
because at least half the people in public servers don't know what they're doing. i don't like saying it but it must be said.

Quote:anyway infinite ammo is just terrible once the killwhoring starts and it makes 1000$ infantry way too powerful, last time i played on a server with that enabled i killed 20-25 arties on field with a jet and i only had to kill myself 2 times because i couldnt be arsed to refill. incredibly lame. i still was ranked 10th or so because i wasnt getting any points for killing/damaging the arties, just for killing infantry, pretty cool
sorry, what's "killwhoring"? is that killing lots of infantry because the enemy can't kill you? that's a good thing, isn't it? either you're very good or the enemy just plain sucked. none of them could snipe you back, none of them were bright enough to get a heavy vehicle, none of them had the teamwork to gang up on you. so in a nutshell, the enemy had no sniping skill, no teamwork, and not enough of a fucking brain to get any heavy vehicles, against which a havoc/sakura are useless. no, 1000 infantry aren't too powerful with infinite ammo; indeed they aren't worth 1000 unless they have infinite ammo. your opposition just plain sucked. they all got arties and thus they couldn't handle a gdi team that was prepared for arties; if they were bright enough to get some lights as well they would have done better.

this is also why arties are not overpowered, and why nod can't only get arties.