
Subject: Re: infantry Vs vehicles

Posted by [Dover](#) on Fri, 20 Oct 2006 03:44:13 GMT

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Okay, picture this. It's the last 5 minutes of C&C_Islands. GDI has nothing but their barracks left, but since it's islands they have a large amount of cash accumulated. Nod has nothing but the airstrip left, and also has a large amount of cash left. The teams are 20v20 of average skill and no complete n00bs with equally good teamwork on both sides. The score is roughly tied. Who wins?

GDI, because Infantry > Tanks. No matter how coordinated the APC rush is, if the infantry aren't complete n00bs and someone sees them early and calls what they're doing, they're fucked.

Artys would just be ramjet-fodder without techs behind them.

In any case, no nuke could even hit the bar at this point.
