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Subject: Re: @Crimson

Posted by [GEORGE ZIMMER](#) on Tue, 19 Oct 2010 04:19:50 GMT

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Homey wrote on Mon, 18 October 2010 14:18I 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. I.e 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.

This. They didn't have an EXACT amount in mind, but since it works just as well for 16 as it does 40... yeah. I don't see why this is even worth discussing... what's there to be gained? It's not like Crimson is forcing all servers to be 40 players only...

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