With 1 bullet you cant afford to miss sometimes...
Im busy right now to apply this on the FanMaps servers (server side that is)
to limit clipsize to 2 bullets and max.invent to 34 instead of 32.
Will need a few games at least to see if its really a good idea i suppose.

A problem would be the 500$ sniper though, he will own ramjet snipers then i think.. Could be wrong.. I maybe give a 500$ sniper clipsize 3 then (or maybe increase costs to 600-650$ and leave 4 clipsize alone).
First gonna see if this 2 bullet clipsize is a good idea for ramjet.

[zunnie]