Subject: Re: Assualt Teams and Fire Teams...Why not? Posted by Dover on Mon, 10 Dec 2007 00:53:06 GMT

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You'd be surprised what kind of magic happens in some of the more organized matches (Clanwars, community matches, etc).

This really isn't possible on any public servers, even if people were willing to listen to one person, because of team remixing, low TeamSpeak rate, and a constant influx of new players.

That said, find a community you like, or join a clan, and play in some more organized matches.