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Subject: Re: how to be a good sniper

Posted by [Spoony](#) on Sun, 13 Jan 2008 21:41:13 GMT

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Dover wrote on Sun, 13 January 2008 15:27 Generally speaking, you might be right, but no matter what level of play YOU (You the player, not you Spoony) are at, Public servers demand a different kind of gameplay. It's not just "higher", it's a different breed of animal. High player counts mean that one team could do something silly like buy 7 orcas or 7 stanks and still not be immediately wiped out thanks to lots of expensive infantry scattered all over the map. In addition, you have generally less teamwork, making it harder to exploit your enemies stupidity. again, this is basically nonsense.

Dover wrote on Sun, 13 January 2008 15:27 Basically whet I'm trying to say is, because of non-conventional (And sometimes downright stupid) tactics that occasionally surface on public servers, along with different settings (Higher player count, etc), you cannot ignore the Ramjet. I'm not saying Ramjets are useless, they're not. I'm simply saying Starbuzz's comment was plain bunk.

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