
Subject: Re: Community funwar: 12v12 - 28th April
Posted by [Veyrdite](#) on Sun, 28 Apr 2024 21:09:57 GMT
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Ditto, was a lot of fun :) Thankyou for organising.

It was unbalanced because I carried my team using my low-points power strats. Chat was very effective -- how did the other team do? Did spectators see anything interesting?

It would be nice if the minelimit was known, I think we lost a PP that I mined on Volcano (mlimit was 30?). Not sure, might have been vehs.

Infantry gunplay felt very different to Rencorner. Lag felt much lower despite me still being in Australia and having similar ping, perhaps the SFPS was better? Also I was able to go head-on-head as a soldier vs ramjet and actually do OK, instead of being instantly annihilated.
