Dover wrote on Fri, 11 January 2008 01:07MWright967 wrote on Thu, 10 January 2008 22:54Starbuzz wrote on Fri, 11 January 2008 00:28Spoony wrote on Thu, 10 January 2008 10:24MWright967 wrote on Wed, 09 January 2008 19:23And the tiberium fletchette gun....How else do we kill snipers in Canyon?
you ignore them and demolish the enemy base with tanks.

That's the difference between CW and Public servers. There is an objective in CW (to win using the most effective strategy) working fast and cohesively.

But in public servers, players get distracted with characters and vehicles that are not necessarily effective and merely feed the player's own indulgement (fun) with the game. Not that it is wrong to do that but winning is not assured and defeat may come at anytime. This is the reason Public games are not the place to be if you are looking for a challenge.

This is also the reason why it is quite pointless to tell a Public player to ignore enemy snipers.

For example, why does the average Public player buy Ramjets all the time? To get most kills. Does not benefit the team at all but it feeds the player's own indulgement in the game. However, there are a few exceptions to this as there are Public players that buy such weapons just to help the team in certain situations.

Why does a CW player buy a Ramjet? To benefit the team if such a weapon fits effectively into the overall strategy of the map.

Only a few Public players understand this.

Personally, the ONLY time I'll buy a sniper is just to pick off engi's/techs repairing attacking vechs.

How does MWright967 take down flying vehicles?

MWright967 gets a magical thing called a Volt Rifle, which doesn't have such a slow firing speed and will kill an Orca before having to reload.