
Subject: Re: Lost my ReneVirginitY tonight
Posted by [Jellybe4n](#) on Sat, 22 Sep 2012 05:19:40 GMT
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You do learn far more in clanwars than playing public servers.

Every little 1v1 in a clanwars matters, whether its a pistol fight at the start or a tank battle, lose that 1v1 and your team is in the shit. In a public server that isn't really the case, I know you'll get the odd tech rush etc where 1 pistol fight makes a difference, but in the main if you kill 1 dude there's another right behind him.

Someone who learns their skills in clanwars could adapt to public servers quicker than the opposite. You learn how to pistol, fly, tank, mine etc because it all matters. The skills you learn from learning to win all these little battles make a world of difference in a public server. You don't rely on having 3 techs on your arty, learning to to dodge and repair mid-battle is something the majority of pub players still can't do, yet it's second nature to a clanwar player.

I've played both for as long as I can remember on this game, and I can say 100% the shit I learned playing in cw's made me a much better player than just playing public servers.

I used to play both actively, so I got a balanced view of both facets of the game and what involved in each.
