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Subject: Re: Mwright is preeeeetty good!

Posted by [R315r4z0r](#) on Tue, 04 Mar 2008 03:32:26 GMT

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Starbuzz wrote on Mon, 03 March 2008 16:09

Also, 1v1 prove your ability to think and act fast and your ability to exploit Renegade's logic to your advantage. Not to mention the other skills needed like pistol skills.

I don't think so.

1 vs 1 AOW matches prove NOTHING.

All it is is a race to see who can destroy an empty base faster. There is no skill involved at all.

There are many different ways a 1v1 AOW match can play out:

1. Both players leave their bases as fast as they can, avoiding one another. They then commence to destroy each other's undefended base. The person who can destroy it faster is victorious.
  2. 1 player will await the other's quick rush and counter them, and then destroy the attacker's base while they have barely enough money to fight back (depending on the scenario)
  3. Both players await the other's quick rush and the game turns into a mine-your-base fest with no attack action until after about 15-20 min.
  4. Lets not forget this one that claims over all. One player clearly gains the advantage of a unit that the defender needs the support of another unit to destroy. (I.E. Flame tank). This one makes 1 vs 1s highly unfair and the "winner" a moron that thinks winning a video game proves that they are Jesus or something. (Also note that this scenario would only happen on given maps. For example if Nod tried to use a Flame tank on City flying, than it would be a whole other story.)
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