

---

Subject: Re: Mwright is preeeeetty good!

Posted by [GEORGE ZIMMER](#) on Tue, 04 Mar 2008 21:35:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Spoony wrote on Tue, 04 March 2008 15:40

Of course they do. If they don't, somebody's going to have to explain the fact there are a handful of players who consistently win them.

Winning a 1v1 AOW just proves you can win a 1v1. Which, as I said, in itself, doesn't matter for shit in like, any other circumstance.

SpoonyYes, indeed. That demonstrates 1v1s don't prove everything. That DOESN'T demonstrate 1v1s don't prove anything. There's an important difference.

I suppose so. It just demonstrates you can win a 1v1, and be able to exploit things that are unpractical in pretty much any other circumstance.

SpoonyEasy tiger, you're defeating your own arguments here. First you say 1v1s don't prove anything because Renegade is a team game. Then you say it'd be better if it was just infantry, without tanks or basekill?

Do you see the colossal flaw here? First you say the game is invalid by removing the teamplay aspect, then you say it's MORE valid by removing most of the units and strategies? What the fuck?

I obviously meant that a 1v1 in an AOW is what doesn't prove everything/anything (Whatever your preferred wording may be). But, an infantry only battle strips away the more "teamplay" kind of thing to it (Although teamplay is always handy), making it ideal for 1v1's. Winning in that can prove you're better with infantry vs infantry then.

SpoonyI've italicised the important part. It's important because it's a straw-man argument. Nobody said it did. You just made it up.

I suppose you're right, but my point remains that it doesn't prove much at all other than that you can win the 1v1 in itself. That's like saying "Haha, I can run over the elderly!". Good for you, it doesn't matter for shit.

SpoonyFinally, I'll repeat something very important.

Spoony wroteHow many 1v1s have you played against good players, and how many of them have you won?

If the answer to the first question is "a lot" and the answer the second question is "at least half" then you are qualified to say whether 1v1s take skill or not. If not, you aren't.

I've played more 1v1's in more specific settings than "run to the enemy's base and see who can kill their base faster". Mostly infantry vs infantry. And yes, I win more than half of them, though I'm sure you're referring to 1vs1's in AOW's, so I suppose that's irrelevant.

---