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Subject: Re: Renforums vs Jelly results

Posted by [Spoony](#) on Sun, 24 Jan 2010 23:33:01 GMT

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rcmorr09 wrote on Sun, 24 January 2010 17:20It takes good leadership/teamwork to win on volcano as nod in a 13vs13 I agree.

are you saying nod has the advantage on volcano? well, i don't think it was us who picked the map, but i'd have been quite happy as gdi. and my strategy worked flawlessly on volcano...

Quote:It also takes good leadership to win on hourglass by taking the hill.

well, let me rephrase that slightly, and say it takes a poor leader not to take the hill. i don't think i'm going to let you get a mass of arties up there (which you were trying to do, remember...we had the same idea as you, but we did it better... again, thanks to superior leadership and teamwork)

Quote:Not to mention the great teamwork needed on mesa with artys in the middle and bridge.

yes. we were playing mesa2, which is totally fair between gdi and nod. mesa1 maybe nod has an advantage, but i'd have been quite happy to have been gdi. again, we had the better organisation... i didn't see any of your guys going for the box, for example, nor did anyone try grenading the strip for a faster med, nor any real effort to control the bridge or the sides.

Quote:I did not play field but I'm sure it was your leadership and superior teamwork that won the game.

yes. your team did have a good start since you killed our harv, but they made a crucial mistake after that. we sent everybody to the field... we had one person defending, everyone else was either tanks or techs. your team was more like 60-70% focused on the field, so we took it. so yes, it indeed was my leadership and our superior teamwork that won the game.

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