Subject: Re: Jelly/RenForums vs. st0rm
Posted by liquidv2 on Sun, 13 Nov 2011 01:21:02 GMT
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i posted this on Jelly

Quote:Volcano [GDI st0rm / Nod J-RF]

Jelly started Volcano by destroying the GDI harvester twice, crippling their credit income and allowing Nod to push vehicles out early. Artillery destroyed the Refinery, and the rest of the base followed quickly, earning Jelly the win by base destruction.

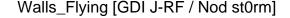BunkersTS [GDI st0rm / Nod J-RF]

st0rm pushed early and hit Nod buildings for points while both teams attacked the harvesters. Jelly was barely affording vehicles when GDI had medular tanks rolling across the map. Nod nearly lost the powerplant during a GDI push but reclaimed a medular tank. The Jelly war machine eventually marched st0rm back into its base and overtook it, winning the map by base destruction.

CrevasseTS [GDI J-RF / Nod st0rm]

iRan claims this map was a buffer map because he did not shoot enough buildings to claim the MVP title. Both sides rushed blindly and Jelly ended up destroying the Hand of Nod before st0rm destroyed the Barracks, winning the map by base destruction in 49 seconds.

FjordsTR [GDI J-RF / Nod st0rm]

There has never been a more tree-infested FPS-sucking map in Renexistence than this latest creation by the infamous Aircraftfucker. st0rm took advantage of the donate feature and pooled together to buy a transport helicopter that was used to destroy the GDI Construction Yard. Jelly asked what the fuck that building was for anyways and was undaunted; GDI took to the field with MRLS, medular tanks, and mammoth tanks. st0rm tried a second trans heli rush that was unsuccessful, and resorted to buying stanks. Jelly established a dominant point lead while Nod snuck around in stealthed tanks. The map ended by time limit, giving Jelly the win by points.

Walls_Flying [GDI J-RF / Nod st0rm]

Wilo failed to load Walls on the map but had Walls_Flying lying around. st0rm took full advantage of the building ramps and sbh nuked 3 of the 4 GDI buildings to death, forcing Jelly to defend the Barracks. During the second half of the game a South American hero by the name of NACHO-ARG successfully destroyed the Hand of Nod, allowing Jelly to kill the remaining Nod infantry and forcing st0rm to attack using only vehicles. GDI held out until the time limit expired, giving Jelly the win by points.

i didn't think to get a ss for carnage club because it ended too soon
i took some from the arach map
that shit was insane lol

we didn't get to do the co-op maps like we wanted cuz the server did not permit it, but we played some afterwards (including the Arach map as shown)

good games, thanks to everyone for participating