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Subject: Re: Jelly/RenForums vs. st0rm

Posted by [iRANian](#) on Sun, 13 Nov 2011 11:02:50 GMT

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I thought crevasse wasn't played as it's DM and it wasn't in the rotation you posted. They had 11 Flamethrowers or so rushing through the middle downstairs while half our team was still loading, I killed 6 of them and two other guys also killed a bunch of them. They had shitloads of Timed C4 on our MCT and we would have lost the game if it played on for a few seconds more, it was ridiculously close.

Walls fly was also really close, if they stank rushed us with 20 guys at the end we would have lost. for the next comm war we should run some balance mod so most of the non-flying maps aren't so really biased towards Nod.

Basically:

- Remove Arty screenshake and splash (they didn't have a change on failcano and BunkersTS), it takes 2 shots to kill infantry with splash actually working properly most of the time with 4.0's netcode.
- Change Sakura into Kane (whatever team had Nod was outsniping the other badly because of 4.0's netcode, which removes all the flickering lag + scope lag)
- Remove SBHs for obvious reasons.

And next time don't pick failcano and BunkersTS, nor walls fly/ground. Even City walls/fly and Under are more balanced. On failcano both teams can kill Harvester with ease which means Nod has around 11 Arties out in a 20vs20 and then GDI can get meds 30 seconds or so after that, and GDI can't hold long or short sides of field because Nod can shoot them from inside their base and with lots of cover. BunkerTS early game is retarded. GDI can rush the upper middle with shooters and c4 the harv from above as it passes from the middle to the Tib Field (even easier than on city), Nod can hide behind cover on the hill in front of Nod ref, then C4 the Harv in around 5 seconds by walking off it and moving a little bit, before GDI usually even notices them.

Walls fly has better balance but it's retarded when nod has SBHs. You can't even mine walls fly properly without 60-80 mines and most non-flying need 40-45 with the bugged mines. I'm not sure if st0rm was running their modded mines on the server.

Why were donations, SSGM crates and weapons drop on? Felt like I was playing on Jelly Marathon with the retarded mods.

And why were we playing with pointsmod on lol, whatever map Nod has a few pointwhore positions GDI can't win on points. We were up 10 000 points on BunkersTS after 6 minutes of pointwhoring with only 6-8 Arties and they weren't getting any points from shooting our tanks. Same with Volcano, we pointwhored for 2 minutes or so and we were up 3000 points, they couldn't have won without base kill if they actually managed to survive failcano's early game.

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