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Subject: Re: Jelly/RenForums vs. st0rm

Posted by [iRANian](#) on Sun, 13 Nov 2011 20:41:19 GMT

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lol, the difference between saks and havocs is a lot bigger than the difference between skill when you don't have any scope lag + flickering. I missed a total of 3 ramjet shots, I was even able to kill an SBH on ref roof when I was on the wall.

MaZu SBH nuked the pp or bar on bunkersTS, he would have never had it without an SBH. We could have easily gotten 3 guys together and SBH nuked three structures, which with our pointwhoring would have meant we would have gotten at least two. it's ridiculous. not sure why you think failcano is balanced when Nod will always have tons of arties out before gdi has meds, they even can shoot short side of field with arties from behind the hand, which is just dumb.

if Westwood intended the points system to be so retarded and Nod biased, they would have put it in one of the patches. we had 2 arties and a med on the left on bunkersTS, we were whoring ref and wf while wilo's med was hitting me for 5 minutes. He made like 250 points while I got something like 2300, I was checking the score list. There was another med and an mrls next to him, who also didn't get any points for continuously shooting us for 5 minutes.

we were doing more damage against their structures on bunkersTS, but their tanks got almost no points for defending, just check the end game screen for bunkersTS.

we should really try a balance mod for the next comm war, or playing maps on which you can counter arty+tech at 20vs20, like Fjords. also should definitely remove that pointwhoremocrap.

Yeah get 14 points for shooting a building with meds, while you get 20 for shooting one with arts. If they would have gotten field on failcano, we could have defended short side (tib field) by getting an arty behind hand and pp, they can't tech in tib so that's a lost cause for gdi unless they're rushing via short, which is impossible with teched arts. if gdi tries to go via long side of field, teched. arties will kill their hotties in 2-4 shots, not to mention the amount of points you get for shooting tanks + splashing techs with arties.

if they would have gotten field on BunkersTS we could have done the same kind of camping, on bunkers gdi is exposed when they try to attack nod structures while Nod can whore pp/bar barely out of their base in front of hand. My arty killed 5 meds when they rushed our PP at the start and I semi-instantaneously killed whatever engi/hotwire came out of their meds. I then got the remaining meds to push back and a few seconds later we got some tanks including a medium tank (lol tank shells) to gain left side of field. If they would have gotten field again later in the game we could have shot them camping behind our buildings on the left, and camping behind cover on the right, the only hard part is getting control of the middle, which is the most exposed part of the map, and is easy to get back from the left or right side of field.

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