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Subject: Renforums vs Jelly 12th Dec  
Posted by [Goztow](#) on Sat, 27 Nov 2010 06:45:49 GMT  
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Date: Sun 12th of December  
Time: 8 PM UK time (GMT), 9 PM Dutch / German time, 3 PM Whiskey time  
Server: Jelly or TK2 server  
Maps: City fly, Mesa2, and 2 rush maps, I guess  
Teamspeak 3: ts3.thekoss2.org MUST BE USED TO AT LEAST LISTEN IN

- please listen to the leader
- you'll be given access to the private forum and you'll need to read the threads there about strategy etc

Sign up!  
Goztow  
Wiener  
Surth  
Omar  
Spoony  
Hypnos  
Genblacky  
Exeric3  
Carrierll  
Wyld1usa  
EWD?  
Blunts  
Tunaman?  
HaTe  
-Xv-  
ehhh

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Herr Surth](#) on Sat, 27 Nov 2010 09:50:56 GMT  
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sure

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Omar007](#) on Sat, 27 Nov 2010 11:11:20 GMT  
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Should be able to make that

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Spoony](#) on Sat, 27 Nov 2010 13:10:08 GMT  
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aye

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Hypnos](#) on Sat, 27 Nov 2010 20:47:41 GMT  
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Attending.

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [halo2pac](#) on Sun, 28 Nov 2010 07:55:25 GMT  
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AAAAAA!!!! Vacation FTL

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Gen\\_Blacky](#) on Sun, 28 Nov 2010 21:54:04 GMT  
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sign me up

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [ExEric3](#) on Mon, 29 Nov 2010 06:39:22 GMT  
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Me also please.

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [CarrierII](#) on Mon, 29 Nov 2010 17:40:31 GMT  
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I'm in. (I haven't played Renegade since Uni started, but I'll try to get some practise in again - I can always tech everyones tanks...

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Omar007](#) on Mon, 29 Nov 2010 22:31:24 GMT

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CarrierII wrote on Mon, 29 November 2010 18:40I can always tech everyones tanks...  
HE! That's my job!!  
j/k

---

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [liquidv2](#) on Tue, 30 Nov 2010 02:00:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

there's absolutely nothing wrong with teching tanks  
you're also watching the flanks and keeping an eye on the field; basically you're the beating heart  
of the team because if you fall the tanks will not hold

---

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Hypnos](#) on Tue, 30 Nov 2010 04:09:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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liquidv2 wrote on Tue, 30 November 2010 02:00there's absolutely nothing wrong with teching  
tanks  
you're also watching the flanks and keeping an eye on the field; basically you're the beating heart  
of the team because if you fall the tanks will not hold

You can tell who always repairs for Jelly

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [liquidv2](#) on Tue, 30 Nov 2010 06:20:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

if need be  
there are other things i can do that are probably more helpful but i'm not above repairing to keep  
the field and win the game

maybe you just suck at it

---

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Gen\\_Blacky](#) on Tue, 30 Nov 2010 07:08:53 GMT  
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hotwires win the game

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [GoTWhiskÉY](#) on Tue, 30 Nov 2010 14:40:28 GMT  
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awwwwww I'll be in Montreal for UFC 124 GSP vs Koscheck so I'm gonna miss out Frig

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Hypnos](#) on Tue, 30 Nov 2010 17:04:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

liquidv2 wrote on Tue, 30 November 2010 06:20if need be  
there are other things i can do that are probably more helpful but i'm not above repairing to keep  
the field and win the game

maybe you just suck at it

I was joking sunshine.

---

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [liquidv2](#) on Wed, 01 Dec 2010 00:13:01 GMT  
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---

i know you were, but i'm not joking when i say teching is actually important  
you don't just stand still behind a vehicle and repair it, you have to keep moving or you'll get  
sniped  
you have to move with the vehicle(s) and dodge splash damage and incoming fire as much as  
possible

blacky is right

whiskeys weren't allowed in this specific game anyways so don't worry about it!

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Hypnos](#) on Wed, 01 Dec 2010 16:35:38 GMT  
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I know the importance of successful repairing.

I look forward to this game.

---

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Wyld1USA](#) on Wed, 01 Dec 2010 18:00:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Sounds like good fun. I'll show if you need players.

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Goztow](#) on Wed, 01 Dec 2010 19:03:59 GMT  
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Against Jelly you always need players .

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---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [EvilWhiteDragon](#) on Thu, 02 Dec 2010 02:43:07 GMT  
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I think I have time. Not 100% sure just yet though...

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [blunts](#) on Thu, 02 Dec 2010 05:54:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Im down.

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Tunaman](#) on Thu, 02 Dec 2010 05:54:56 GMT  
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I'd like to be on the list of "people who think they'll be there but aren't 100% sure"

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Gen\\_Blacky](#) on Thu, 02 Dec 2010 16:35:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Tunaman wrote on Wed, 01 December 2010 23:54!d like to be on the list of "people who think they'll be there but aren't 100% sure"

---

You better play or else.

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [EvilWhiteDragon](#) on Thu, 02 Dec 2010 18:32:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Gen\_Blacky wrote on Thu, 02 December 2010 17:35Tunaman wrote on Wed, 01 December 2010 23:54I'd like to be on the list of "people who think they'll be there but aren't 100% sure"

You better play or else.  
You're going to pull a troop?

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Hypnos](#) on Thu, 02 Dec 2010 22:54:37 GMT  
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Bit too soon, EWD.

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [EvilWhiteDragon](#) on Fri, 03 Dec 2010 00:39:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Hypnos wrote on Thu, 02 December 2010 23:54Bit too soon, EWD.

hm.

Nah, I think that everyone in the TT team works hard enough to fix the mess Troop made so...  
That should give us some credits...

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [HaTe](#) on Fri, 03 Dec 2010 01:06:16 GMT  
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Haven't actually read the topic at all, but count me in i suppose. I was removed from seeing the comm war section on forums for whatever reason though

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Subject: Re: Renforums vs Jelly 12th Dec

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Posted by [Goztow](#) on Fri, 03 Dec 2010 08:32:26 GMT

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I cleaned out the access list. You're added again now, of course .

---

Subject: Re: Renforums vs Jelly 12th Dec

Posted by [-Xv-](#) on Fri, 03 Dec 2010 14:56:50 GMT

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Hal thar. Sign me up plx.

---

Subject: Re: Renforums vs Jelly 12th Dec

Posted by [ehhh](#) on Wed, 08 Dec 2010 19:41:59 GMT

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iyaa, sign mi up plx.

---

Subject: Re: Renforums vs Jelly 12th Dec

Posted by [HaTe](#) on Wed, 08 Dec 2010 21:21:40 GMT

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ehhh wrote on Wed, 08 December 2010 13:41iyaa, sign mi up plx.  
tristt's first post here and he wants to play, lols. Gotta love him

---

Subject: Re: Renforums vs Jelly 12th Dec

Posted by [Spoony](#) on Wed, 08 Dec 2010 21:31:33 GMT

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---

i invited him to play for us.

---

Subject: Re: Renforums vs Jelly 12th Dec

Posted by [Hypnos](#) on Wed, 08 Dec 2010 21:47:36 GMT

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---

Had he read the Atomix forums, there was a topic created inviting all of them to play.

---

Subject: Re: Renforums vs Jelly 12th Dec

Posted by [Gen\\_Blacky](#) on Thu, 09 Dec 2010 00:50:38 GMT

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---

Hypnos wrote on Wed, 08 December 2010 15:47Had he read the Atomix forums, there was a topic created inviting all of them to play.

noes don't bring bigger noobs

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Spoony](#) on Fri, 10 Dec 2010 12:11:35 GMT  
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---

those of you who are playing, be sure to check the private commwar forum for strategy talk.

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Starbuzz](#) on Fri, 10 Dec 2010 13:06:41 GMT  
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good luck guys. There is a possibility I will show up but it will be a very last minute decision. I will only know for sure after 2 PM EST. If I am free, I am on.

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Sir Kane](#) on Fri, 10 Dec 2010 14:04:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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CAN I COME, TOO?

---

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Goztow](#) on Fri, 10 Dec 2010 14:33:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sir Kane wrote on Fri, 10 December 2010 15:04CAN I COME, TOO?  
If you don't cheat.

---

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Sir Kane](#) on Fri, 10 Dec 2010 16:20:32 GMT  
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---

I learned my lesson! (I also no longer know how to get all that crap working!)

---

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Subject: Re: Renforums vs Jelly 12th Dec

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Posted by [Goztow](#) on Sun, 12 Dec 2010 08:05:03 GMT

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Then feel free to join in.

Little bump: this is tonight!

---

---

Subject: Re: Renforums vs Jelly 12th Dec

Posted by [Starbuzz](#) on Sun, 12 Dec 2010 19:23:04 GMT

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due to a sudden turn of fortune I can attend...please give me access to the community subforum so I can read up on any plans. I should be in-game in about half-hour. Looking forward to hearing the voice of some good humans...

---

---

Subject: Re: Renforums vs Jelly 12th Dec

Posted by [Goztow](#) on Sun, 12 Dec 2010 19:39:53 GMT

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---

Access added. This is in 20 minutes!

---

---

Subject: Re: Renforums vs Jelly 12th Dec

Posted by [Sir Kane](#) on Sun, 12 Dec 2010 19:48:33 GMT

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---

'the fuck is my access at?

---

---

Subject: Re: Renforums vs Jelly 12th Dec

Posted by [Goztow](#) on Sun, 12 Dec 2010 19:52:50 GMT

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I thought u were an admin or something? Come on TS?

---

---

Subject: Re: Renforums vs Jelly 12th Dec

Posted by [Sir Kane](#) on Sun, 12 Dec 2010 19:56:03 GMT

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---

'the fuck is TS info (I don't have a microphone)?

---

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Goztow](#) on Sun, 12 Dec 2010 19:59:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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ts3.thekoss2.org (see first post)

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [CarrierII](#) on Sun, 12 Dec 2010 21:42:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Jelly wins 4-1. Enjoyable, however.

Good games.

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Omar007](#) on Sun, 12 Dec 2010 21:46:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

CarrierII wrote on Sun, 12 December 2010 22:42Jelly wins 4-1. Enjoyable, however.

Good games.

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Goztow](#) on Sun, 12 Dec 2010 21:47:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yes, good games I guess. But Jelly overpowered us this time .

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Tunaman](#) on Sun, 12 Dec 2010 21:53:27 GMT  
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---

Man, I totally forgot. I'm really sorry, I'm glad they were good games though.

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Herr Surth](#) on Sun, 12 Dec 2010 21:58:58 GMT  
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Tunaman wrote on Sun, 12 December 2010 15:53Man, I totally forgot. I'm really sorry, I'm glad they were good games though.

---

thaaaaaaats why we lost, tuna was missing

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Sir Kane](#) on Sun, 12 Dec 2010 22:57:27 GMT  
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---

They only won so much because they were Nod so often! (Were we Nod at all?)

---

---

Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [HaTe](#) on Sun, 12 Dec 2010 23:43:17 GMT  
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---

We were nod on field.

We lost because they had more experienced players for a 17v17 situation. Not to mention that we had several players who ran off doing whatever they felt like. The 20 fps and 40 sfps averages on my part didn't help us neither. I think that we should limit commwars to 10v10s, so that we keep players who are there to win, and know how to do it, and keep the fps's down too. Just my thoughts though.

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Sir Kane](#) on Sun, 12 Dec 2010 23:58:28 GMT  
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---

I didn't notice any SFPS drops. Except the occasional 50.

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [i0ncl0ud9](#) on Sun, 12 Dec 2010 23:58:48 GMT  
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---

I don't see the point in limiting the players that can participate during a commwar.

Yea, Jelly had the better players overall but when it comes to a 17 v 17 commwar, 1 single player isn't going to normally make a difference.

also the sfps averaging 40 has no effect on it whatsoever

---

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Subject: Re: Renforums vs Jelly 12th Dec

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Posted by [i0ncl0ud9](#) on Mon, 13 Dec 2010 01:03:23 GMT

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next time we do one of these I think we should do a lobby war with the team remix so the teams are more even.

Jelly has the best players in the ren community.

Depending on who shows up for renforums it can possibly be more even (if whiskey and tuna had of showed for renforums i'm sure the games would have been much closer)

but mike and TD also didn't play for us so yea.

It would be awesome to do a 15 v 15+ libby with the team changer.

---

Subject: Re: Renforums vs Jelly 12th Dec

Posted by [Gen\\_Blacky](#) on Mon, 13 Dec 2010 01:57:41 GMT

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---

The server fps was jumping down to 40 to 50 for me.

---

Subject: Re: Renforums vs Jelly 12th Dec

Posted by [Sir Kane](#) on Mon, 13 Dec 2010 02:04:24 GMT

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---

I was doing so well, I actually did bad again! Doing well overflow!

---

Subject: Re: Renforums vs Jelly 12th Dec

Posted by [FlaminGunz](#) on Mon, 13 Dec 2010 03:34:17 GMT

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the sfps did drop to 50, next time i will assign it manually to a lesser used core and that should help.

i think the europeans players fared worse, i know my fps was fine and i really didnt have any lag..

and i really liked the unlimited ammo.... created a bit of fun diversity and innovation. Mesa2 only needed 1 more rocket to swing the other way so that was a close call.

the exo comm server can always be used for these type of events and i sure look forward to the

next one

thanks for letting me play!

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [i0ncl0ud9](#) on Mon, 13 Dec 2010 04:15:58 GMT  
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---

Let's Schedule another one of these on the 26th of December? (assuming liquid and/or TD approves of it)

Or is that too soon?

I'm getting to the point now where I don't even want to play ren anymore unless it's libby/commwar match.

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Goztow](#) on Mon, 13 Dec 2010 05:04:55 GMT  
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Jelly earned this win. Remind me to never let anyone play who did not sign up, though. it is just too frustrating.

---

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [liquidv2](#) on Mon, 13 Dec 2010 05:16:12 GMT  
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---

we had a few show up that i wished had not coincidentally they did not sign up either

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Spoony](#) on Mon, 13 Dec 2010 11:28:06 GMT  
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---

infinite infantry ammo worked very well.

a few of our players didn't

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Subject: Re: Renforums vs Jelly 12th Dec  
Posted by [Hypnos](#) on Mon, 13 Dec 2010 16:23:20 GMT  
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I'd like to congratulate Jelly Games on being excellent opponents once again, I thoroughly enjoyed this series of games.

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