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Subject: Re: NE vs SoQ Results

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 14 Dec 2009 07:21:33 GMT

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Quote:

SoQ had a control of the field 100% of the time as GDI and 95% of the time as Nod, and imo, deserved to win the game. The one time NE was able to push up, they managed to destroy our hand, but at that point in the game the hand didnt even matter as we had such a massive points lead.

Actually there were a few periods in both games where the field was controlled by neither team, and in most of the second game the points were at the same range (SoQ points jumped near the end with those last few rushes on our AGT and WF) but I agree with you radio, that the playstyle is not great for Field.

Field's a map where controlling the field is key, but with the tournament rules it's not the case. Although the rules are compatible in a map like Walls or Islands imo, Field's different. I'll admit that our tanks only got out of the base entrance twice in the first game as SoQ was playing really well (hence their double point lead), so we had decided right from the beginning of the 2nd game to quickly take out a building and camp at the base. That's why we had rushed the refinery a couple times and eventually made that push to your base and got the Hand. The best thing for a team to do after that is stay and camp rather than risking a nuke run, which takes the purpose out of Field.

Oh well. GGs, SoQ still won against NE the first time. I'm glad we were able to get in a second game.

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