
Subject: Re: Renforums vs Jelly results

Posted by [Spoony](#) on Sat, 23 Jan 2010 22:36:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Excellent games; I was extremely impressed by our level of teamwork. I thought Jelly would take the win.

The renforums team won 4-1.

First map Canyon. I can't say what happened right at the beginning because my renegade crashed and I had to restart... still. I rejoined, the field was being contested pretty seriously, although Jelly (GDI) had the upper hand a little. Then they took out the hand and refinery... gj getting in, frankly.

We tried taking the field back, but they just kept us in check with meds and mammals, eventually winning on points with an intact base vs our airstrip.

Second map was the first ever (as far as i know) test of Hourglass2. i.e. hourglass without the hill. We rushed the hill with MRLS's straight away and smashed up the obelisk in the first few minutes.... lovely stuff. The rest of the game consisted of continual fights for the hill and the side paths, GDI eventually winning by about 10000 points. I love the map fix. I've never liked Hourglass but it's pretty nice with the bug fixed. GDI certainly has a fairer time on the hill.

Volcano. Everyone went tunnels except for my cunning plan with a teammate (I forget his name, rhymes with Bike i think) to kill the harvester. We succeeded in this scheme, and when our harv dropped, I organised a mass light tank rush since they could not afford anything much. We killed the refinery pretty quickly. They did get a decent rush on the bridges, but we eventually fended them off, then rolled in with teched arties and finished the job. Basekill.

Mesa2. Nod again. Thankfully we got the box, so one of us could get a fast arty on the bridge, a light tank joined him later, the rest of us took the cave. They never took the cave back from us... they did take the bridge briefly, but they didn't hold it long. Wasn't too long after that for buildings to start dying... basekill again.

Field. Nod yet again. We had a pretty bad start since I told everyone to focus on defending our harvester, but we failed. Predictably they got a couple of MRLS out there then meds after that. Without the early harv dump we had to get mostly teched arts instead of my usually preferred light tanks, but we eventually took the field... and once we did, we didn't lose it. Killed the WF after a while, then smashed up the AGT thanks to a light tank rush supported by arties. Rolled in, killed the ref, nuked the barracks... gg's.

thanks to everyone who played, very enjoyable. must do them again.
