
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.
