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Subject: Re: Jelly/RenForums vs. st0rm

Posted by [iRANian](#) on Mon, 14 Nov 2011 08:55:38 GMT

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NS has that pointsdoubler shit which balances out the points issue versus teched arties quite a bit, it's still ridiculously biased towards Nod. Didn't Jelly keep balance stats for AOW for a bit when they were running pointwhoremud and Nod won Islands 80% of the time?

Now I think of it, on failcano we could have done an eight man SBH nuke with 5 defending short and 7 defending long, it would have taken out at least 2 structures, probably 3 or 4. GDI obviously then could have done anything to whore our base with MRLS or they could have teched their meds. Who am I kidding? Hotties die to splash in 2-4 shots and MRLS on long get killed at about the same rate. Rushing Nod's base via long with 8 meds against 7 techs/arties is suicide. Doing an all-in via short is the best bet, although it will only kill PP and maybe Ref, at which time 8 nukes will be deployed inside GDI's base and GDI is fucked either way.

Best chance GDI has on that map is in 6vs6 games, starting from 24 players it becomes impossible to win the map if Nod gets teched arties spread out at 5 man short, 7 man long or 4 man short and 8 man long. Even on comm war level of play.

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