
Subject: Re: Lost my Rene\Virginity tonight
Posted by [liquidv2](#) on Sun, 23 Sep 2012 17:30:18 GMT
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Hitman wrote on Sun, 23 September 2012 10:09public is just a clusterfuck of bad players, therefore not a single one of those guys could ever win a clanwar, sorry; i wasn't aware that the only thing that counts in Renegade is clanwars which seems rather silly, considering the game is designed for 16vs16

ask i0n if there's any chance on earth of you outflying orca

Hitman wrote on Sun, 23 September 2012 10:09anyways, an example of what generally happens when i play serious in public:

well played

it seems your team had a few more players that were actually trying that game, but you clearly did more than any of them

Hitman wrote on Sun, 23 September 2012 10:09its impossible to have the exact impact on pub as u have on a clanwar, in pub you randomly join the game, there's more than likely 7 double teched arties/ an army of meds and havocs/pic's out there, no teamplay on any team(arty teching/stank rush is the best teamwork a pub player is capable of) so how on earth is anyone gonna kill 7 double teched arties when he's pretty much on his own in a completely uncoordinated team? you'll have to hotwire rush through a tunnel or so, but it'll be filled with atleast 5 sbh/mobiuses/gunners/... and 5 snipers, pretty much impossible to get through, aswell, still there are some ways that you can get the job done, but you have to be resourceful and just seize every chance you get to make the difference as an individual of course a 2v2 is different than a larger game; why on earth would you expect them to work the same way?

you say it's impossible, and yet Spooky could do it
are you saying he's better than you?

just because 3v3 or 2v2 tactics don't work doesn't mean a better player won't win more often
just because it's harder doesn't mean a good player can't fight through it or find a way around it
sometimes you can't, but is that a reason to dodge it altogether? i'm sure the best players do not

Hitman wrote on Sun, 23 September 2012 10:09so your benchmarks for making just as much of an impact in public as in a clanwar, are quite impossible to meet in a fair amount of the situations the way i see it, the best players will win more than other players they'll find a way to win through it
if your argument is true, which states that clanwars players are so good that they can't handle a game size bigger than a 3v3 because they're too impatient, then that seems to work against them
players like Got2bRoni probably win more bigger games than a lot of your favorite 2v2 people ever could, which means he's better than they are at public games

Hitman wrote on Sun, 23 September 2012 10:09ps: thx for iran for providing this piece of public screenshot material, which illustrates just how poorly public is organised, if organised at all lol

how can u even take shit like this serious, liquid? like i said its a clusterfuck of 50 barely average renegade players thrown into a map that is by far too small for 50 players to play on
i think a good player, in the long run, would be better at turning those kinds of games into a win
for example, i joined a Walls_Flying game the other day when Nod was down 2 players
most of Nod was running around with basic infantry because it couldn't afford anything
GDI had killed the harv and was swarming the base with early APCs (literally, like 4 of them came in)

i destroyed two of them myself and saved two buildings by killing the people that got inside before they could get remotes off

after that i got an arty and warded off the med tanks and hotwires sneaking all over the place
had i not been there, GDI would have won that game in less than 10 minutes

to say that one player makes no difference is foolish, at best
in the long run the stats will prove otherwise (unless you want to argue with both myself and MUDKIPS about that)
