
Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Ethenal](#) on Sat, 29 Dec 2007 05:55:57 GMT

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argathol3 wrote on Fri, 28 December 2007 20:30Ethenal wrote on Fri, 28 December 2007 10:31argathol3 wrote on Fri, 28 December 2007 10:22Dover wrote on Fri, 28 December 2007 03:06Who said I consider Jelly to be good? I play NS.

Who considers them not to be? We have beaten everybody but Non00bs....then again I guess you could argue that the right people don't play in the matches, which is probably a factor. Jelly 1 AOW has lost prestige simply because it is the first on the list for easy access to the newer players. Jelly-Marathon basically doesn't allow people who don't know how to play. They can come but they won't stay.

Uh, anyone can stay, as long as they can handle Orca and his butt buddies.

Which you cannot I would assume. As for Spooky, I wouldn't know of a public server fighting clanwars.cc but I don't think we have done that. Nonetheless I don't think a mess of clanwar players would have enough teamwork to get anything done. I am sure more than a couple would form their own kind of click ingame and go and do their own thing. But to not seem so ignorant I guess we would have to try it and see what happens.

There's a reason for that... I don't play at Jelly.
