
Subject: Jelly/RenForums vs. st0rm

Posted by [liquidv2](#) on Fri, 21 Oct 2011 17:44:05 GMT

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i have approached and set a funwar date with st0rm

this is open to any renforums and/or jelly members

anyone that participates will have to use 4.0 to play on the server (it will kick non 4.0 users out)

Date: Saturday, November 12th

Time: 8 pm GMT (3 pm EST, 2 pm CST, noon West Coast USA)

Rotation: Remains to be set, but will include at least one or two co-op maps that Wilo has made which will put both teams on the same side

and probably some fan maps that people will auto-download with 4.0 if they don't already have them

the games will likely be played on a st0rm-hosted server

Com Match rules will likely be as follows

Toggle SpoilerTime limit: 30 minutes

Starting credits: 0

Crates: Off (default yellow on)

Pointmod: On

Ped beacon wins: Off

Donations: Off

Vehicle shells: Off

Weapons drop: Off

Weapons spawn: Off

Flaming infantry/vehicles: Disallowed

Wall jumping with vehicles: Disallowed

Wall jumping with infantry: Allowed

One man wall jumping: Disallowed

B2B: Disallowed

Building Hopping: Disallowed

Hitting base from first island (Islands.mix): Disallowed

Tunnel beacons (Field.mix): Disallowed

Signup: [31]*

1. liquidv2

2. R315r4z0r [pending]

3. Goztow

4. sla.ro(master)

5. tristt

6. NACHO-ARG

7. kims [J]

8. Omar007
9. Hypnos
10. Duck [J]
11. Bloggy [J]
12. Gen_Blacky
13. Majid [J]
14. Firstmate [J]
15. Di3hardNL
16. ExEric3
17. Caveman [pending]
18. Geg [J]
19. Sadukar09
20. Tunaman [pending]
21. Homey
22. asylum [J]
23. masterkna [J] [pending]
24. Lone0001 [J]
25. halo2pac
26. Prulez [J] [pending]
27. Mike [J] [pending]
28. iRan [J] [pending]
29. Majin
30. Lugia345 [J] [pending]
31. chin00k47 [J] [pending]
32.
33.
34.
35.

Subject: Re: Jelly/RenForums vs. st0rm/Atomix
Posted by [R315r4z0r](#) on Fri, 21 Oct 2011 18:19:43 GMT
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What about infantry ammo? Will it be limited or unlimited?

I'd like to say I can join this, but I can't really say that far in advance.

You can put me down. If something comes up, then something comes up... but otherwise I'd like to play.

Subject: Re: Jelly/RenForums vs. st0rm/Atomix
Posted by [Goztow](#) on Fri, 21 Oct 2011 20:17:35 GMT
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In!

Subject: Re: Jelly/RenForums vs. st0rm/Atomix
Posted by [liquidv2](#) on Fri, 21 Oct 2011 20:29:46 GMT
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i doubt they'll want to use infinite infantry ammo, so no
i'll ask them and if that changes i'll make it known

Subject: Re: Jelly/RenForums vs. st0rm/Atomix
Posted by [sla.ro\(master\)](#) on Fri, 21 Oct 2011 20:43:51 GMT
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in, but I'm not sure if i can join with latest TT beta update, if not i need to downgrade to released
TT beta (thats not a problem).

i hope RenForums/Jelly wins (i bet we win).

Subject: Re: Jelly/RenForums vs. st0rm/Atomix
Posted by [ehhh](#) on Fri, 21 Oct 2011 21:31:37 GMT
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I'll play like I said in the other topic.

Subject: Re: Jelly/RenForums vs. st0rm/Atomix
Posted by [Spoony](#) on Fri, 21 Oct 2011 21:47:35 GMT
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Spoony: Off

sorry, date doesn't work for me.

Subject: Re: Jelly/RenForums vs. st0rm/Atomix
Posted by [NACHO-ARG](#) on Fri, 21 Oct 2011 22:14:36 GMT
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if you ppl can do some use of a noob i am in

PD: is reticle skin allowed?

Subject: Re: Jelly/RenForums vs. st0rm/Atomix
Posted by [ehhh](#) on Fri, 21 Oct 2011 22:54:38 GMT

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If you can join storm with it, yes i suppose.

Subject: Re: Jelly/RenForums vs. st0rm/Atomix

Posted by [Omar007](#) on Fri, 21 Oct 2011 23:48:02 GMT

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I'm in aswell as I already said

Subject: Re: Jelly/RenForums vs. st0rm/Atomix

Posted by [Hypnos](#) on Sat, 22 Oct 2011 00:27:20 GMT

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I'll be here.

Subject: Re: Jelly/RenForums vs. st0rm/Atomix

Posted by [Gen_Blacky](#) on Sat, 22 Oct 2011 02:32:01 GMT

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ME

Subject: Re: Jelly/RenForums vs. st0rm/Atomix

Posted by [Gohax](#) on Sat, 22 Oct 2011 06:48:00 GMT

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Eh, hopefully the others agree to the infinite ammo. I'm really wanting that to be implemented.

Anyway, good luck. If I make this, I'll be playing for st0rm.

Subject: Re: Jelly/RenForums vs. st0rm/Atomix

Posted by [Di3HardNL](#) on Sat, 22 Oct 2011 08:10:18 GMT

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Sign me up please!

Subject: Re: Jelly/RenForums vs. st0rm/Atomix

Posted by [Goztow](#) on Sat, 22 Oct 2011 08:13:39 GMT

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Keep signing up, peeps .

Subject: Re: Jelly/RenForums vs. st0rm/Atomix
Posted by [ExEric3](#) on Sat, 22 Oct 2011 10:01:00 GMT
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Put me on list

Subject: Re: Jelly/RenForums vs. st0rm/Atomix
Posted by [Caveman](#) on Sat, 22 Oct 2011 12:44:48 GMT
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A bit too early for me to tell whether I can make it.

Also, id like to point out that Storm != Atomix.

Subject: Re: Jelly/RenForums vs. st0rm/Atomix
Posted by [Goztow](#) on Sat, 22 Oct 2011 12:46:18 GMT
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And renforums != jelly. Still we can team up .

Subject: Re: Jelly/RenForums vs. st0rm/Atomix
Posted by [Caveman](#) on Sat, 22 Oct 2011 12:47:19 GMT
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Well saying vs st0rm/Atomix yet Atomix hasn't been told anything about this is makes it confusing.

Subject: Re: Jelly/RenForums vs. st0rm/Atomix
Posted by [ehhh](#) on Sat, 22 Oct 2011 16:01:31 GMT
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Liquid assumes the majority of the ax people stalked xpert to st0rm.

Subject: Re: Jelly/RenForums vs. st0rm/Atomix
Posted by [Gen_Blacky](#) on Sat, 22 Oct 2011 16:06:47 GMT

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we need a tuna man!

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [sadukar09](#) on Sun, 23 Oct 2011 22:30:48 GMT

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why do you want a WoT fag to play?

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [iRANian](#) on Sun, 23 Oct 2011 22:45:20 GMT

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so you can get rf/jelly better tanks to use.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Sun, 23 Oct 2011 23:48:48 GMT

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IS-7 vs. a nod light tank would be fun

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [sadukar09](#) on Mon, 24 Oct 2011 19:34:27 GMT

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fine sign me up. wanker

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Tunaman](#) on Tue, 25 Oct 2011 05:12:30 GMT

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well, I do want to play but I work all the time and spend most of the rest of my time with a certain someone in my free time.. so not quite sure if I'll be around. I can probably find out the week of!

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Homey](#) on Tue, 25 Oct 2011 06:23:43 GMT

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ok! I will do sleep crunches to prepare for this

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Comp_uter15776](#) on Tue, 25 Oct 2011 12:28:05 GMT
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Sure Liquid Prove that i'm not just a MW3 guy but a Ren one too! count me in.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Tue, 25 Oct 2011 17:36:19 GMT
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i see you on st0rm all the time, so which side are you signing up for?

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [halo2pac](#) on Thu, 27 Oct 2011 03:47:37 GMT
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Sign me up!

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [iRANian](#) on Sat, 29 Oct 2011 18:36:01 GMT
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anyone okay with this renestrategy?

1. get Nod on every map
2. dont pick any flying maps
3. get the renforums guys who dont actually play the game to buy techs
4. jelly guys get arts
5. get 10k+ points on gdi cause you get no points for hitting tanks with pointsmod and arty splash rapes everything

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Majin](#) on Sat, 29 Oct 2011 20:00:45 GMT
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I'll happily play. Seen the topic on WN thanks to Hypnos so i might come back for this one off.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Spoony](#) on Sat, 29 Oct 2011 20:03:02 GMT
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iRANian wrote on Sat, 29 October 2011 11:36anyone okay with this renestrategy?

1. get Nod on every map
2. dont pick any flying maps
3. get the renforums guys who dont actually play the game to buy techs
4. jelly guys get arts
5. get 10k+ points on gdi cause you get no points for hitting tanks with pointsmod and arty splash rapes everything

let me suggest a better one:

let someone with more experience at competitive renegade than you do the planning and leading, and then you do what that leader tells you to do.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [ehhh](#) on Sun, 30 Oct 2011 18:00:57 GMT
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I see st0rm have a lot signed up.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Mon, 31 Oct 2011 00:51:55 GMT
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i gave them a week or two to try and gather players
now i'm going to do it for them!

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Goztow](#) on Mon, 31 Oct 2011 08:23:13 GMT
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You got a url or smth?

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Mon, 31 Oct 2011 12:09:52 GMT
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<http://www.st0rm.net/forum/showthread.php?18044-st0rm-vs.-Jelly-RenForums>

<http://www.st0rm.net/forum/tournaments.php?do=view&id=3>

edit, the tourney page is the full roster (2nd link)
so far 17 (many are pending)

it's looking better

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Gohax](#) on Wed, 02 Nov 2011 14:08:04 GMT

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I hadn't asked to get off work yet. I'll make sure to do that tomorrow.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [EaZiE](#) on Fri, 04 Nov 2011 00:03:44 GMT

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In. If TT allows me to move once again...

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Fri, 04 Nov 2011 01:33:00 GMT

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go into Options and Controls or w/e where you set keys to do w/e and put it on Default
with the new 4.0 all of your keys are blank for some reason so it's like your Renegade forgot how
to move

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Di3HardNL](#) on Fri, 04 Nov 2011 15:40:05 GMT

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I hope there are more people signing up on St0rm side

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Fri, 04 Nov 2011 19:18:28 GMT

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so far st0rm has 21 signed up and we have 31

they still have a full week so don't worry

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [ehhh](#) on Sat, 05 Nov 2011 01:45:54 GMT
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remember only 12 showed up for the renforums - jelly game lol...

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Di3HardNL](#) on Sun, 06 Nov 2011 19:39:25 GMT
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I would like to have the maps before we are playing the match. Where can I find 'em?

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [sla.ro\(master\)](#) on Sun, 06 Nov 2011 22:47:51 GMT
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Di3HardNL wrote on Sun, 06 November 2011 21:39I would like to have the maps before we are playing the match. Where can I find 'em?

u want to know where to camp?

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Hypnos](#) on Sun, 06 Nov 2011 22:51:17 GMT
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Well, knowledge is power. If people know the maps, inside and out, then they're going to know which sections of the map people are referring too, kind of like the refinery tunnel on Volcano, the short tunnel on Islands...

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [BAGUETTE](#) on Wed, 09 Nov 2011 01:42:09 GMT
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Can I has play

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [Gen_Blacky](#) on Wed, 09 Nov 2011 01:47:24 GMT

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VuLTiMa wrote on Tue, 08 November 2011 18:42
Can I has play

no

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [liquidv2](#) on Wed, 09 Nov 2011 03:17:04 GMT

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i think you're too bitter towards certain st0rm members

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [Goztow](#) on Thu, 10 Nov 2011 10:12:05 GMT

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So Liquid, this will be happening, right? You got a server guaranteed and such?

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [liquidv2](#) on Thu, 10 Nov 2011 16:25:33 GMT

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wilo has the details and will have a server up

i can have players gather on your ts or i can make channels on Jelly for us to use

i'm gonna pm everyone that signed up to remind them and have quick instructions for anyone that doesn't already have 4.0 working correctly

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [iRANian](#) on Thu, 10 Nov 2011 16:52:37 GMT

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be sure to remind them you can't use cheats with 4.0 so nothing awkward happens when they try to join the server

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [BAGUETTE](#) on Thu, 10 Nov 2011 17:33:42 GMT

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Aww

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Thu, 10 Nov 2011 19:15:34 GMT
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i'm not going to say anything; anyone that cheats deserves to get shit on lol
it would just be a shame if it was someone on the RF/Jelly side

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [ehhh](#) on Thu, 10 Nov 2011 20:06:11 GMT
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So which ts we using? post it/pm me it plx, I lost my bookmarks.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Thu, 10 Nov 2011 20:45:42 GMT
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either gozy's or the jelly one, i can set up channels for it in like 2 mins lol
ts.jelly-server.com

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [NACHO-ARG](#) on Thu, 10 Nov 2011 23:41:30 GMT
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i will not be in TS since my english sucks.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [ehhh](#) on Thu, 10 Nov 2011 23:50:48 GMT
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Just use it to listen, you don't have too talk.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Hypnos](#) on Fri, 11 Nov 2011 00:48:47 GMT
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If his English is that bad then he won't be able to understand what you're saying anyway, plus he's Argentinian, he'll have a ping of 500.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [ehhh](#) on Fri, 11 Nov 2011 01:25:25 GMT
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Hey, just like you! huehue.

Suppose your right though.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [BAGUETTE](#) on Fri, 11 Nov 2011 16:07:31 GMT
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BRs are everywhere!

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Fri, 11 Nov 2011 21:05:53 GMT
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this will start in the next 24 hours
get your game faces on B-|

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [R315r4z0r](#) on Fri, 11 Nov 2011 22:53:07 GMT
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I'll be there.

What's the TS info? I don't normally use TS... in fact it's the first time I'm installing it on this computer... so I don't have any bookmarks or anything.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Goztow](#) on Sat, 12 Nov 2011 08:40:26 GMT
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ts.jelly-server.com

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [R315r4z0r](#) on Sat, 12 Nov 2011 17:06:15 GMT
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RAWR! LET'S DO THIS!

RENFORUMS 4 LIFE!

KILL! KILL! KILL!

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [liquidv2](#) on Sat, 12 Nov 2011 19:42:38 GMT

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15 minutes

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [Starbuzz](#) on Sat, 12 Nov 2011 19:46:22 GMT

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Don't lose even 1 game to St0rm, go Jelly!

I can't make it; have to leave in 10 mins to run an errand.

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [sla.ro\(master\)](#) on Sat, 12 Nov 2011 19:48:25 GMT

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someone prepare FRAPS, so we can post it on youtube

and GO JELLY/RenForums!

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [R315r4z0r](#) on Sat, 12 Nov 2011 19:52:38 GMT

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Can someone PM me the server password?

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [F1r3st0rm](#) on Sat, 12 Nov 2011 20:24:39 GMT

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found out i could play so if anyone needs a sub i'm down to play (if someone would also pm me password it would be nice)

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [DoMiNaNt_HuNtEr](#) on Sat, 12 Nov 2011 21:38:03 GMT

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Hello! Could someone please PM me the password too?

Just sayin I like Jelly server's Ramjet, but I love St0rm's map selection.

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [sla.ro\(master\)](#) on Sat, 12 Nov 2011 22:15:25 GMT

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gg jelly/renforums

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [R315r4z0r](#) on Sat, 12 Nov 2011 22:16:24 GMT

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GG. Way to dominate!

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [Lone0001](#) on Sat, 12 Nov 2011 22:19:30 GMT

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Good games, only issues for me were on the FjordsTR map with low FPS. Glacier all over again.

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [iRANian](#) on Sat, 12 Nov 2011 22:23:08 GMT

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lol we had nod on bunkersts and failcno, gdi on fjordstr and walls fly

bunkersts and failcano we won without any opposition because of sheer arty rape. Fjords, the only balanced map, we decide to just hold field, we have a bunch of mrls hitting hand and ob and they tried rushing constantly. we played walls fly instead of walls ground because it wasnt in server config. We hold field, they nuke all our buildings except bar (lol balance, at least not as bad as walls ground) and we win after time limit expired and someone killed hand.

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [Di3HardNL](#) on Sat, 12 Nov 2011 22:35:55 GMT

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Yeah it were good games, we dominated most of the time though. The only game they could of won was Walls Flying, but they did it only with individual SBH nukes instead of proper teamplay which cost them the game in the end.

Anyway, looking forward to a possible next match against the same or another community.

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [iRANian](#) on Sat, 12 Nov 2011 22:39:01 GMT

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They could have won fjordsTR too. failcano gdi and bunkersts gdi are a lost cause however. If they had walls ground they could have had easily won with 2 arties for every light and lots of techs.

Both teams should have bought more tanks on every map, on FjordsTR we even had snipers lol and our left side was exposed most of the game until I got my mrls there to whore ob and got some backup from the mammoths in the middle of the map close to the Nod tib field

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [Lone0001](#) on Sat, 12 Nov 2011 22:40:35 GMT

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Di3HardNL wrote on Sat, 12 November 2011 17:35 Yeah it were good games, we dominated most of the time though. The only game they could of won was Walls Flying, but they did it only with individual SBH nukes instead of proper teamplay which cost them the game in the end.

Anyway, looking forward to a possible next match against the same or another community.

Tbh I loved how in Walls_Flying we were destroying their tanks like instantly, with all the PICs and the 3 meds we had.

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [R315r4z0r](#) on Sat, 12 Nov 2011 22:42:49 GMT

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I thought Fjords was heavily GDI bias. Half of our team wasn't really trying and we were able to fight off stank after stank with tiny groups of MRLS.

Nod got our Conyard early but that did absolutely nothing. I don't see how Nod could have won but then again I don't know the entire layout of the map.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [iRANian](#) on Sat, 12 Nov 2011 22:48:07 GMT
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By buying flamers/ltanks/stanks/arties/recon+raves to grab field with 2-3 apaches camping base. Its ridiculously easily to grab the middle and the river with nod, getting hill requires an apache abusing the trees or a recon bikes bumping an mrls.

instead they were doing half-assed rushes and they even had 2 sbhs to take out my mrls where one recon bike would have been enough

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [ehhh](#) on Sat, 12 Nov 2011 22:49:44 GMT
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Fjords was just boring, I was just messing about the last half of it |:, would of had their ref if the stupid defusing mines message wasnt on... good games though.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Aircraftkiller](#) on Sat, 12 Nov 2011 22:54:52 GMT
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Nod's almost guaranteed to lose Fjords if they spend the game sitting on the Airstrip with Stealth Tanks. They have so many advantages that it's silly to waste them on a single unit, which requires an almost perfect window of opportunity to do anything.

If Nod held the field with Light Tanks/Apaches and used the trees to their advantage, a few Artillery pieces could easily shell the GDI base with Technician support. With the amount of damage that Artillery does, Nod would force GDI into losing a building early in the match.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Starbuzz](#) on Sat, 12 Nov 2011 23:55:07 GMT
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Excellent!

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Sun, 13 Nov 2011 01:21:02 GMT
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i posted this on Jelly

Quote:Volcano [GDI st0rm / Nod J-RF]

Jelly started Volcano by destroying the GDI harvester twice, crippling their credit income and allowing Nod to push vehicles out early. Artillery destroyed the Refinery, and the rest of the base followed quickly, earning Jelly the win by base destruction.

BunkersTS [GDI st0rm / Nod J-RF]

st0rm pushed early and hit Nod buildings for points while both teams attacked the harvesters. Jelly was barely affording vehicles when GDI had modular tanks rolling across the map. Nod nearly lost the powerplant during a GDI push but reclaimed a modular tank. The Jelly war machine eventually marched st0rm back into its base and overtook it, winning the map by base destruction.

CrevasseTS [GDI J-RF / Nod st0rm]

iRan claims this map was a buffer map because he did not shoot enough buildings to claim the MVP title. Both sides rushed blindly and Jelly ended up destroying the Hand of Nod before st0rm destroyed the Barracks, winning the map by base destruction in 49 seconds.

FjordsTR [GDI J-RF / Nod st0rm]

There has never been a more tree-infested FPS-sucking map in Renexistence than this latest creation by the infamous Aircraftfucker. st0rm took advantage of the donate feature and pooled together to buy a transport helicopter that was used to destroy the GDI Construction Yard. Jelly asked what the fuck that building was for anyways and was undaunted; GDI took to the field with MRLS, modular tanks, and mammoth tanks. st0rm tried a second trans heli rush that was unsuccessful, and resorted to buying tanks. Jelly established a dominant point lead while Nod snuck around in stealthed tanks. The map ended by time limit, giving Jelly the win by points.

Walls_Flying [GDI J-RF / Nod st0rm]

Wil0 failed to load Walls on the map but had Walls_Flying lying around. st0rm took full advantage of the building ramps and sbh nuked 3 of the 4 GDI buildings to death, forcing Jelly to defend the Barracks. During the second half of the game a South American hero by the name of NACHO-ARG successfully destroyed the Hand of Nod, allowing Jelly to kill the remaining Nod infantry and forcing st0rm to attack using only vehicles. GDI held out until the time limit expired, giving Jelly the win by points.

i didn't think to get a ss for carnage club because it ended too soon
i took some from the arach map
that shit was insane lol

we didn't get to do the co-op maps like we wanted cuz the server did not permit it, but we played some afterwards (including the Arach map as shown)

good games, thanks to everyone for participating

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [ehhh](#) on Sun, 13 Nov 2011 01:50:42 GMT
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we kiled the hon on walls you fool

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [NACHO-ARG](#) on Sun, 13 Nov 2011 02:02:47 GMT
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i thought i killed the hon on walls, dont know how they let me get in lol

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Sun, 13 Nov 2011 03:33:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

oh damn, good call

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Gen_Blacky](#) on Sun, 13 Nov 2011 04:14:21 GMT
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I only played one game . I got called into work.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [sla.ro\(master\)](#) on Sun, 13 Nov 2011 09:50:16 GMT
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liquidv2 wrote on Sun, 13 November 2011 03:21

There has never been a more tree-infested FPS-sucking map in Renexistence than this latest creation by the infamous Aircraftfucker.

that map is shit , at least i was #3 by camping obelisk all time

nice description of what happen on every map

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [iRANian](#) on Sun, 13 Nov 2011 11:02:50 GMT
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I thought crevasse wasn't played as it's DM and it wasn't in the rotation you posted. They had 11 Flamethrowers or so rushing through the middle downstairs while half our team was still loading, I killed 6 of them and two other guys also killed a bunch of them. They had shitloads of Timed C4 on our MCT and we would have lost the game if it played on for a few seconds more, it was ridiculously close.

Walls fly was also really close, if they stank rushed us with 20 guys at the end we would have lost. for the next comm war we should run some balance mod so most of the non-flying maps aren't so really biased towards Nod.

Basically:

- Remove Arty screenshake and splash (they didn't have a change on failcano and BunkersTS), it takes 2 shots to kill infantry with splash actually working properly most of the time with 4.0's netcode.
- Change Sakura into Kane (whatever team had Nod was outsniping the other badly because of 4.0's netcode, which removes all the flickering lag + scope lag)
- Remove SBHs for obvious reasons.

And next time don't pick failcano and BunkersTS, nor walls fly/ground. Even City walls/fly and Under are more balanced. On failcano both teams can kill Harvester with ease which means Nod has around 11 Arties out in a 20vs20 and then GDI can get meds 30 seconds or so after that, and GDI can't hold long or short sides of field because Nod can shoot them from inside their base and

with lots of cover. BunkerTS early game is retarded. GDI can rush the upper middle with shooters and c4 the harv from above as it passes from the middle to the Tib Field (even easier than on city), Nod can hide behind cover on the hill in front of Nod ref, then C4 the Harv in around 5 seconds by walking off it and moving a little bit, before GDI usually even notices them.

Walls fly has better balance but it's retarded when nod has SBHs. You can't even mine walls fly properly without 60-80 mines and most non-flying need 40-45 with the bugged mines. I'm not sure if st0rm was running their modded mines on the server.

Why were donations, SSGM crates and weapons drop on? Felt like I was playing on Jelly Marathon with the retarded mods.

And why were we playing with pointsmod on lol, whatever map Nod has a few pointwhore positions GDI can't win on points. We were up 10 000 points on BunkersTS after 6 minutes of pointwhoring with only 6-8 Arties and they weren't getting any points from shooting our tanks. Same with Volcano, we pointwhored for 2 minutes or so and we were up 3000 points, they couldn't have won without base kill if they actually managed to survive failcano's early game.

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [Aircraftkiller](#) on Sun, 13 Nov 2011 18:29:55 GMT

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sla.ro(master) wrote on Sun, 13 November 2011 04:50liquidv2 wrote on Sun, 13 November 2011 03:21

There has never been a more tree-infested FPS-sucking map in Renexistence than this latest creation by the infamous Aircraftfucker.

that map is shit , at least i was #3 by camping obelisk all time

nice description of what happen on every map

He was being facetious. I'm sure you can't pick up on that though. By the way, who are you to talk about what's shit and what isn't? Didn't you make this abomination?

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [sla.ro\(master\)](#) on Sun, 13 Nov 2011 18:57:51 GMT

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@Aircraftkiller: i remade that map into this

here is a screenshoot and stop off topic messages.

File Attachments

1) [entryway_new.png](#), downloaded 1016 times



Subject: Re: Jelly/RenForums vs. st0rm

Posted by [liquidv2](#) on Sun, 13 Nov 2011 19:09:06 GMT

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iRANian wrote on Sun, 13 November 2011 05:02I thought crevasse wasn't played as it's DM and it wasn't in the rotation you posted.

wilo chose it as a map to play since his server wasn't going to support his two co-op maps we had agreed upon

truthfully had our c4 not blown up when it did we would have lost within another 10 seconds
i've never seen anything like that lol

iRANian wrote on Sun, 13 November 2011 05:02-Remove Arty screenshake and splash (they didn't have a change on failcano and BunkersTS), it takes 2 shots to kill infantry with splash actually working properly most of the time with 4.0's netcode.

-Change Sakura into Kane (whatever team had Nod was outsniping the other badly because of 4.0's netcode, which removes all the flickering lag + scope lag)

-Remove SBHs for obvious reasons.

dehhhhhhh

ok, removing the screenshake is fine, you can slightly lower the arty splash

leave sakura, the difference is not that large - you don't switch out the Nod soldier just cuz his head is slightly bigger

sbh aren't that useful most of the time, they just found a place to utilize them

iRANian wrote on Sun, 13 November 2011 05:02And next time don't pick failcano and BunkersTS, nor walls fly/ground. Even City walls/fly and Under are more balanced.

Volcano balances out better than you'd think, and i didn't care which team i had in that game

BunkersTS is the same - they actually got into our base in the beginning and had med(ular) tanks rolling before we had anything

iRANian wrote on Sun, 13 November 2011 05:02Walls fly has better balance but it's retarded when nod has SBHs. You can't even mine walls fly properly without 60-80 mines and most non-flying need 40-45 with the bugged mines. I'm not sure if st0rm was running their modded mines on the server.

they had the mines on fjordsTR jacked to like 70 or 80 but they were at 30 for the other maps (i believe)

iRANian wrote on Sun, 13 November 2011 05:02Why were donations, SSGM crates and weapons drop on? Felt like I was playing on Jelly Marathon with the retarded mods.

because Wilo initially turned those things off (i believe, i was there while he was working it through) but it didn't go through

he apologized several times (i was actually annoyed on two occasions when chefs with flamethrowers ran past me and blew up two vehicles at a time in epic kamikaze explosions on different maps)

in the end it was alright because the games were still playable

it was an organized game for fun, it's not like the loser got hung by their thumbs or something lol

iRANian wrote on Sun, 13 November 2011 05:02And why were we playing with pointsmod on lol that's a reflection of Westwood's intent with the point system

we were doing more damage to the more important targets (the structures, which cannot be replaced)

it's the same if GDI has Nod pinned in its base

they could not keep us off of their buildings, and as a result were losing in the point aspect on volcano i made a point to kill the harv twice (i even got a sweet chem guy) so they couldn't get anything on time and we just slid right in uninvited before they could fight back in st0rm's defense the settings they generally play with are far different, so they felt out of place on

several occasions

sla.ro(master) wrote on Sun, 13 November 2011 12:57@Aircraftkiller: i remade that map into this what happened to that awesome giant beanstalk tree?

i had fun, and i'd like to thank everyone that participated
i'm going to upload some clips from the Arach map, because that was insane lol

Edit - Arach Clip

<http://www.youtube.com/watch?v=ux4K545y58Q>

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [iRANian](#) on Sun, 13 Nov 2011 20:41:19 GMT

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lol, the difference between saks and havocs is a lot bigger than the difference between skill when you don't have any scope lag + flickering. I missed a total of 3 ramjet shots, I was even able to kill an SBH on ref roof when I was on the wall.

MaZu SBH nuked the pp or bar on bunkersTS, he would have never had it without an SBH. We could have easily gotten 3 guys together and SBH nuked three structures, which with our pointwhoring would have meant we would have gotten at least two. it's ridiculous. not sure why you think failcano is balanced when Nod will always have tons of arties out before gdi has meds, they even can shoot short side of field with arties from behind the hand, which is just dumb.

if Westwood intended the points system to be so retarded and Nod biased, they would have put it in one of the patches. we had 2 arties and a med on the left on bunkersTS, we were whoring ref and wf while wilos med was hitting me for 5 minutes. He made like 250 points while I got something like 2300, I was checking the score list. There was another med and an mrls next to him, who also didn't get any points for continuously shooting us for 5 minutes.

we were doing more damage against their structures on bunkersTS, but their tanks got almost no points for defending, just check the end game screen for bunkersTS.

we should really try a balance mod for the next comm war, or playing maps on which you can counter arty+tech at 20vs20, like Fjords. also should definitely remove that pointwhoremod crap.

Yeah get 14 points for shooting a building with meds, while you get 20 for shooting one with arts. If they would have gotten field on failcano, we could have defended short side (tib field) by getting an arty behind hand and pp, they can't tech in tib so that's a lost cause for gdi unless they're rushing via short, which is impossible with tech'd arts. if gdi tries to go via long side of field, tech'd. arties will kill their hotties in 2-4 shots, not to mention the amount of points you get for shooting tanks + splashing techs with arties.

if they would have gotten field on BunkersTS we could have done the same kind of camping, on bunkers gdi is exposed when they try to attack nod structures while Nod can whore pp/bar barely out of their base in front of hand. My arty killed 5 meds when they rushed our PP at the start and I semi-instantaneously killed whatever engi/hotwire came out of their meds. I then got the remaining meds to push back and a few seconds later we got some tanks including a medium tank (lol tank shells) to gain left side of field. If they would have gotten field again later in the game we could have shot them camping behind our buildings on the left, and camping behind cover on the right, the only hard part is getting control of the middle, which is the most exposed part of the map, and is easy to get back from the left or right side of field.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [ehhh](#) **on** Mon, 14 Nov 2011 05:06:51 GMT
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So your saying you'd rather play with the 'pointbug'? Yeah the pointfix isn't perfect, but it's much better then the pointbug. The spider map was amusing, just a bit slow to start, I ended up pushing people off the cliff due to boredom.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Starbuzz](#) **on** Mon, 14 Nov 2011 06:06:17 GMT
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iRan is just blindly raging against anything related to Spoony. I lost many braincells reading his posts in this thread regarding balance on stock maps.

The pointsfix and the inf ammo is, imho, some of the best modifications to happen to the game. Not everyone may agree on both changes but find a golden bullet against them both and we can talk.

As for bashing NS, make no doubt about it, IT IS the only server online now that feels as pure as pure can be. That's why I play on NS @ late PM/early AM times when few players are on; the mad mindfucking adrenaline rush is insane. If anyone doesn't feel that way or enjoy that kind of tension and pressure in the game, it's because they have been shooting buildings with an arty for hours in a 40 player server lol and they don't know Renegade.

This is why I hope NS maintains the current formula, keeps to the stock maps (which are pure mad insane on these settings with low players).

Of course, that's not to say I also enjoy Jelly Marathon equally but wanting to take NS off XWIS is just madness lol. Looks like iRan is bitter towards anything related to Spoony and his commendable efforts.

<3 iRan still.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Mon, 14 Nov 2011 06:42:48 GMT
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the few times i've played in NS i liked it, but i honestly feel like it had far more players before it made the change

and on the arach map in the beginning i was too busy trying to hit the apaches with a gunner it amused me

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [ehhh](#) on Mon, 14 Nov 2011 07:14:30 GMT
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ns is a nice server when you don't get banned.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [R315r4z0r](#) on Mon, 14 Nov 2011 08:31:05 GMT
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I tend to like NS more due to the lack of server modifications. Even though that unlimited ammo thing still kinda erks me.

Jelly is OK too, except it has more mods and also that horrible disconnection problem.

st0rm I just don't even bother with...

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [sla.ro\(master\)](#) on Mon, 14 Nov 2011 08:45:43 GMT
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i like both jelly and ns, but on ns too many cheaters... so i play on jelly more or on my own mutant co-op

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Starbuzz](#) on Mon, 14 Nov 2011 08:54:33 GMT
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liquidv2 wrote on Sun, 13 November 2011 23:42the few times i've played in NS i liked it, but i honestly feel like it had far more players before it made the change

Maybe so but what really seems to upset people more than pointsfix/inf ammo is them not getting

a 350 credit welfare cheque at game start. That by itself I am willing to bet is the reason for the dropouts. Good riddance imo.

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 pointwhoremod 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.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Goztow](#) on Mon, 14 Nov 2011 13:35:28 GMT
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That's because the standard maps aren't ment to be played with much more than 24 players anyway:

- * vehicle limit
- * space limit

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Starbuzz](#) on Mon, 14 Nov 2011 15:45:29 GMT
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Goztow wrote on Mon, 14 November 2011 06:35That's because the standard maps aren't ment to be played with much more than 24 players anyway:

- * vehicle limit
- * space limit

thread over.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [R315r4z0r](#) on Mon, 14 Nov 2011 17:41:52 GMT
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Wait NS uses the points mod? I never noticed...

But then again, I've never been one to pay attention to my score. I use it to tell if I'm hitting something from a distance but that's about the length of it...

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Mon, 14 Nov 2011 19:55:34 GMT
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yeah, i wasn't sure what you were talking about when you said Jelly was modded

to iRan: volcano with the pointmod was 1.01 GDI and .99 Nod
Islands was like 1.73 Nod
Mesa was 1.4 something Nod, Hourglass was 1.4 something Nod, Complex was 1.4 or 1.5 something Nod (1.5 = 75% win rate for Nod)
Canyon was 1.2 for Nod

this was over the course of hundreds of games, most with 10+ players per side
no weapons drops, no starting credits, no early donate

as for n00bstories:

with the points doubler thing also has it applied to the harv (i ate it with a chem guy two or three times on Volcano so GDI had no money and i was in 1st place with 600+ points ((Wtf?)))

my suggestions to them: make infantry worth 1.5x, vehicles 2x, buildings the same, and harv just normal

add the .5 extra credits/second thing that westwood intended (or so the coder people said)

or

have the points remain the same, but have a credits doubler instead (infantry yield 1.5x credits but 1x points, vehicles yield 2x credits and 1x points, buildings and harvester remain the same

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [R315r4z0r](#) on Mon, 14 Nov 2011 22:29:17 GMT

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By modded I mean with crates and weapon drops.

As for this whole pointsfix thing... I never heard of any problems with points until it was first brought up a couple years ago. Now it is all of a sudden a big debate.

The game's been fine for 9 years; hundreds of people have played it and of the people who complained you could probably count them on one hand.

Even if the retail version is broken, it has worked for a long time. And from what I hear, the pointsfix isn't as great as some people make it out to be. So you're suggesting "fixing" a "broken" mechanic with another broken one? I think it's too much effort to be mediocre if you ask me...

But then again, I'm not a Renewizard and I don't really pay much heed to clan stats and games... so take that with what you will. I just don't think it's worth all the drama when it comes to converting public servers.

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [GEORGE ZIMMER](#) on Tue, 15 Nov 2011 10:30:25 GMT

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It's not so much that you're fixing a broken mechanic with another broken one, you're just fixing one that reveals other key problems

(namely, the Nod is fucking overpowered)

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [liquidv2](#) on Tue, 15 Nov 2011 17:57:34 GMT

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Nod makes GDI its bitch consistently on a regular basis
GDI is capable of winning but statistically it's against them

the pointmod is not broken; what it does is precisely what the suit man said

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [Spoony](#) on Fri, 18 Nov 2011 07:24:52 GMT

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no, it's just that most people don't know how to play gdi properly. you know this is true

remove the point bug + infinite infantry ammo + fix mesa deadzones = balanced between nod and gdi

what never gets mentioned is how badly gdi dominated many maps before the point bug was fixed. field, under, wallsfly... gdi barely even needed to leave their base and they won easily.

i also have a suggestion: ignore iran. every single time he's tried to make a point about the pointsfix or infinite infantry ammo, he's proceeded to immediately lose the argument and then randomly attack me with some lie or other. he repeatedly proves himself totally incapable of engaging the conversation in a civilised way, and he knows less about this game than the average person does anyway, so just ignore him.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [R315r4z0r](#) on Fri, 18 Nov 2011 15:15:46 GMT
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Wait, you mean there SHOULD or SHOULDN'T be infinite ammo for infantry?

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Starbuzz](#) on Fri, 18 Nov 2011 17:02:01 GMT
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R315r4z0r wrote on Fri, 18 November 2011 08:15Wait, you mean there SHOULD or SHOULDN'T be infinite ammo for infantry?

the former...

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Fri, 18 Nov 2011 17:58:52 GMT
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why not just fix all deadzones and altitude glitches
infinite ammo, it's neat and still a new-ish concept in ren
what if volt auto rifles shot 50% further than they do currently?

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [R315r4z0r](#) on Fri, 18 Nov 2011 22:29:03 GMT
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Infinite ammo has a much larger impact on Renegade than most people think. Personally, I don't like it.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Aircraftkiller](#) on Fri, 18 Nov 2011 23:39:50 GMT
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Infinite ammo for vehicles has a much larger impact on Renegade than most people think.
Personally, I don't like it.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [R315r4z0r](#) on Fri, 18 Nov 2011 23:42:56 GMT
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You did it wrong.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Aircraftkiller](#) on Sat, 19 Nov 2011 00:03:37 GMT
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Hey guys my posts have color. Look at me post. You can tell it's me because I use color, not because of my username or avatar or my signature. INTERNET

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [halo2pac](#) on Sat, 19 Nov 2011 00:04:41 GMT
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I sniped.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [R315r4z0r](#) on Sat, 19 Nov 2011 02:05:44 GMT
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Aircraftkiller wrote on Fri, 18 November 2011 19:03Hey guys my posts have color. Look at me post. You can tell it's me because I use color, not because of my username or avatar or my signature. INTERNET

You have much to learn, young one.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Aircraftkiller](#) on Sat, 19 Nov 2011 02:21:45 GMT
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THE COLORS DUKE THE COLORS

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [EvilWhiteDragon](#) on Sat, 19 Nov 2011 02:27:33 GMT

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liquidv2 wrote on Fri, 18 November 2011 18:58why not just fix all deadzones and altitude glitches infinite ammo, it's neat and still a new-ish concept in ren

what if volt auto rifles shot 50% further than they do currently?

They are all fixed. If you play on a TT server that is

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [EvilWhiteDragon](#) on Sat, 19 Nov 2011 02:29:04 GMT

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Aircraftkiller wrote on Sat, 19 November 2011 03:21THE COLORS DUKE THE COLORS

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [R315r4z0r](#) on Sat, 19 Nov 2011 03:34:58 GMT

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Haters gonna hate.

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [liquidv2](#) on Sat, 19 Nov 2011 04:11:03 GMT

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EvilWhiteDragon wrote on Fri, 18 November 2011 20:27They are all fixed. If you play on a TT server that is

i'm fully aware dude; i'm asking why he doesn't just say that, rather than solely mentioning Mesa

Subject: Re: Jelly/RenForums vs. st0rm

Posted by [Goztow](#) on Sat, 19 Nov 2011 08:29:05 GMT

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Because it's by far the most obvious and annoying deadzone?

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Sat, 19 Nov 2011 08:38:50 GMT
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isn't hourglass better off with that shit fixed as well?
and i feel like mrls rockets firing down from the top on Under get a little goofy also

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Spoony](#) on Sun, 20 Nov 2011 20:13:04 GMT
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hourglass just plain sucks, though fixing the deadzones is an improvement.

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [Starbuzz](#) on Sun, 20 Nov 2011 21:04:34 GMT
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Hourglass needs a tunnel system that reaches the Ref/PP area of both bases!

Subject: Re: Jelly/RenForums vs. st0rm
Posted by [liquidv2](#) on Sun, 20 Nov 2011 21:33:27 GMT
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i'd like hourglass better if there were no base defenses and sbh
