

MWOWC 2017 Semi Finals Game 10: WDMC vs RJFS

MRBC Posts

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MWOWC 2017 Semi Finals Game 10: WDMC vs RJFS

The competitors:

[WDMC \(EU\)](#)

7th place 26 wins, 6 losses, 4.33 W/L Ratio

vs

[RJFS \(EU\)](#)

8th place, 50 wins, 17 losses, 2.94 W/L Ratio

MATCH STRUCTURE

Competition Structure: Best of 3

Game Mode: Conquest

Player Count: 8 versus 8

Map: Determined by Teams through the Map Banning feature

Time of Day: Noon (locked)

Match Timer: 15 Minutes

View Mode: First Person Only

Tonnage Rules: 2/2/2/2 Weight Class structure

Video Link - <https://www.youtube.com/watch?v=t72azdwSulc>

Games

Drop 1 - RJFS Wins on Kills 8 to 4

Drop 2 - RJFS Wins on Kills 8 to 1

MISSION SUMMARY

THE MINING COLLECTIVE

CONQUEST

BATTLE TIME

4:16

PLAYER STATS

TEAM STATS

PUBLISH STATS

DEFEAT - ENEMY GATHERED MAX RESOURCES

	CMD	FACTION	PILOT NAME	MECH	STATUS	MATCH SCORE	KILLS	ASSISTS	DMG	PING	MUTE
ALPHA	1	[EVIL]	denAirwalkerrr	ASN-21	ALIVE	282	1	7	413	61	
BRAVO	1	[RDL]	Burya	ACH-C	ALIVE	306	3	5	390	45	
	1	[RJF]	gnommer	HBK-II-C-A	DEAD	250	0	4	372	60	
	1	[RJF]	Palmeshek	ACH-PRIME(S)	ALIVE	229	1	5	183	71	
CHARLIE	1	[BSMC]	Elysium911	SNV-1	ALIVE	446	1	6	793	69	
	1	[BSMC]	Taras Kedyk	SNV-1	ALIVE	414	2	4	626	52	
	1	[RJF]	RJF Volkodav	SMN-F	ALIVE	344	0	8	527	49	
	1	[PVNY]	Nick Drezary	SMN-PRIME	ALIVE	231	0	6	322	48	
ALPHA	1	[WDMC]	Tuoni	KDK-3	DEAD	261	0	1	475	56	
	1	[WDMC]	Curcu	ACH-E	DEAD	236	0	1	330	52	
	1	[WDMC]	Koski	KDK-3	DEAD	215	0	1	352	55	
	1	[WDMC]	coo7	NTG-D	DEAD	144	0	1	259	57	
BRAVO	1	[WDMC]	Kahavi	NVA-PRIME	DEAD	294	0	1	454	64	
	1	[WDMC]	Rabajaba	NVA-PRIME	DEAD	185	0	0	263	35	
	1	[WDMC]	Seamout	NTG-D	DEAD	143	0	1	241	69	
	1	[WDMC]	chrx	ACH-E	DEAD	143	0	1	165	64	
CHARLIE											

Your Enemy

750

Your Team

180

All

Team

Lance

[REDACTED] WALKER 50101

Tuoni<All> good luck in the future matches

Curcu has disconnected.

chrx has disconnected.

MECHWARRIOR
ONLINE

WORLD CHAMPIONSHIPS

2017

GLOBAL

Exit Match

SEMI FINALS

All >

5 MINUTE STREAM DELAY

Val's Top 2 things we learned from game 10

1. RJFS are very comfortable on Mining Collective, and I am reasonably sure the remaining teams will ban it when playing against them.

RJFS seem to understand the strengths of each side well. While on the weaker side to control theta they are very practiced at rotating caps through on the north and south, generating movement from the enemy. WDMC funneled into a ball at the south side of theta because of that. While all mechs were still on the field, I felt RJFS had control of the entire match and would win given time. A solid and methodical win from RJFS in game 1.

2. I'm not exactly sure what WDMC was thinking in game 2. (Déjà vu from my last report).

This is the exact thing I said about WDMC's game 2 in their first match against PHL. They took the same map, with the almost exact same deck (1 mad2c swapped for a KDK-3), and tried to do the same thing, except didn't execute as well. What makes it worse is that RJFS had beaten 2280 on this map receiving a push in the same area. If they had watched videos of earlier semi finals they should have known that, and had a plan to dislodge them (smart management of caps, similar to what RJFS did to them in the very previous game).

Much like the 2 other EU teams eliminated, WDMC is a good team, but their planning, decision making and execution is not quite good enough to beat the very best teams in MWO.

After watching all of the EU teams play, against their own region and others, I feel confident saying that the 2 remaining EU teams in the tournament are the best EU has to offer. I wish RJFS well in their next match. They will be playing the dark horse of the tournament, JGx, and they will need to be at their very best to defeat them.