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Subject: Clan Tactics

Posted by [XKMonkey](#) on Wed, 09 Apr 2003 23:03:53 GMT

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This is definitely something I wouldn't consider an exploit. Would you consider ref hoping an exploit? Because I know for a fact that WL has done this quite a bit. (For lazy people, just read last paragraph, it just sums up everything I said, but not very well)

Personally I don't think that exploits are a huge deal. Especially not in a clan match. It becomes impractical to have different people say what is and what isn't a real exploit. Would you consider the host advantage of being able to shoot buildings that others can't on maps like field and hourglass an exploit? I consider back-walking the ob an exploit, mainly because it can only be done on a server low spfs, which shouldn't factor into things. But I'd never quick someone out of a clan match if someone back-walked.

As for b2b, yes I consider it very cheap, but I don't think I'd ever quick someone out for it. I'd deal with it after the game. It really sucks when people bring outside politics into the middle of a match. Like when they say no ref hops on field, or not being allowed to hide behind the harvester the get by defenses. These rules shouldn't be decided by a couple members, but by a league. It would have been nice if CW had included some ingame rules, as well as default settings, but unfortunately they didn't.

I guess another so called exploit would be a tunnel beacon. I've had this done to me during a clan match a few times as a last resort. But the truth is I've never lost because of it. I've always found a way to deal with it. Same goes for ob walking. A couple of times another clan has successfully done it. But while one of their guys was busy doing it, they lost a building or worse. And now I haven't had it happen to me for a couple reasons, one, it can be mined against. And two my spfs makes it very difficult to do.

In all this I've kind lost my train of thought. And to sum it up, basically if you can do it, and they aren't league rules or what not, then it should be allowed. When I say this though, I am talking about clan games, public server games are very different, and there is very little risk involved in having one guy go off and do some of these since you usually have a couple useless people on a team anyways. In a clan game though, because the fact that they are smaller and you have less people screwing around everyone counts. Not to mention the fact that you should always follow the servers rules.

Fuck I thought of another thing. Waiting and suiciding at the start of the game before everyone gets in. I don't have a problem with this at all, it is fairly honourable, but I'll only do it if the other clan asks. But you should try to be in the server within at least 1 minute. It really screws up the game tactics with the harvesters when you have to wait for everyone. If you know one of your players loads really slow, have him go in first. If a clan asks you to suicide please don't buy a vehicle, or just kill yourself. Both clans can just look at the chat and see that someone didn't suicide.

Damn, ok read this if you don't want to read the rest.

In clan games, anything goes, unless noted by specific league.

In public games, server rules.

If other clan asks for wait and suicide, then do it.

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