
Subject: Re: GSA v WOL 15v15+
Posted by [fl00d3d](#) on Sun, 15 Oct 2006 00:05:24 GMT
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fl00d3d wrote on Thu, 12 October 2006 08:59

Here is what I propose: Since clanwars.cc as its own team wouldn't even be fair - let's keep this GSA versus WOL and if you exclusively play for clanwars.cc just pick a side.

Let's all agree on rules, setup, etc. and draft at least 80% of the teams ahead of time before we even bother with a date. I can work with Nightma12 to throw up a server for this so no one has to take down theirs.

Personally, I'd like to see the following:

--14v14

--2 maps (one w/ base defenses, one w/o) both sides = 4 games

--Standard CnC FDS configuration (no special crates, mods, etc.)

--Clanwars.cc rules

Another point of discussion is electing team captains for each of the communities. Any volunteers *cough* Jimbo/Dan *cough* ???

^ Everyone OK with that?

Also, Jimbo has said he'll be captain for the GSA team. So Jimbo, please get your 14 together (you'll have the final say of who they are regardless of how many volunteer) ... and we'll also need a captain for WOL.

After we've got our teams (or most of them) and agreed on rules we can set a date that is best for everyone. Let's get this rolling.
