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Subject: Re: An opinion piece - in regard to the public-server ladder

Posted by [Spoony](#) on Wed, 09 May 2007 14:30:21 GMT

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Fastconn used to be the most prime example of kicking people who didn't do what the moderators wanted. There was a time when I'd agree with it, now I don't unless they're intentionally hampering. It all comes back to the point I'm making in the first place: it's a public server, thus: teams are random. if you want choice of teammates, play a clangame, because that's what a clan game is.

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