
Subject: Renforums vs Exodus - Info and signup
Posted by [Goztow](#) on Wed, 27 Jan 2010 08:31:46 GMT
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After our succesful first game versus Jelly, we got a 2nd challenge.

Game mode: AOW with clanwar settings (no start creds, no donate, no veteran system or any of that stuff, normal crates, pointsfix activated, etc). If you don't agree with the settings then don't sign up. A complete list of rules will be posted when the clanwars.cc site is back...

Complete rules:

Toggle SpoilerPlease refrain from using advantage skins and HUDs in this match.

NOT ALLOWED:

Backwalking the obelisk

Base to Base (see below for Islands)

Buddyhopping onto building roofs

The vehicle damage-increase glitch

Blocking your own harvester in any way

Jamming your enemy's harvester in a structure door

Teamshooting your assets (buildings or harvester)

"Flaming" vehicles or infantry using timed c4 (although you can wire up your own harvester)

Glitching C4s on an MCT

Orca/Apache "jump-glitch" (i.e. getting into the ceiling of the Weapons Factory or the City Flying bridge etc)

The no-fall-damage exploit

The undisarmable nuke glitch for the Weapons Factory

Vehicles inside buildings

Vehicles on building roofs

Field: One-man rehop

Field: Tunnel beacons to damage the Refinery

Field: Lightpost walk

Islands: MRLS/Infantry hitting the Nod base from inside the GDI base

Islands: Infantry hitting the enemy base from the barricades or the holes in the rocks

Mesa: Vehicles in the area between the two refineries

Hourglass: Glitching the Obelisk (i.e. standing on the hill so that the obelisk shoots you but does not damage you)

Walls/Flying: Non-flying vehicles on the mesa top or the base walls

ALLOWED:

Suicide rushing the Obelisk (i.e. several players rushing the Nod base in the knowledge that some will die)

Harv walking

Blocking the enemy harvester by jamming a vehicle in the refinery bay

Hindering the enemy harvester by impeding it with your vehicle

Buddyhopping over walls (e.g. rehop on Field, or the base walls on Hourglass)

Flaming vehicles/infantry using remote c4 or proximity c4

Field: Two-man rehop

Islands: MRLS/infantry hitting the Hand from across the first patch of water outside the GDI base
Hourglass: Hillcamping in any manner
Canyon: Beacons underneath the Airstrip
Canyon: Beacons on the Barracks roof
Under: The "back door" into the Nod base, so long as you don't backwalk

Numbers: 15v15'ish seems reasonable

Date and time: Sat 20th of February, 8 PM GMT

Maps:
Field
Mesa2
Islands
Canyon
City fly

Please download Hourglass2 and Mesa2 (are attached to this post) and add them to your renegade/data folder. At least one of these maps will be placed These maps fix the deadzones on Mesa and Hourglass. More info on these maps can be found here

Server: the server will be hosted by Exodus (US based) and should behave better than the one Jelly hosted last time, hopefully.

Signing up is possible until a few days before the game. All members of this forum can signup for this team, on a first come first served base, but let me make it clear that I can reject a candidate without motivation, based on personal judgement (I doubt this will happen but u never know). Signing up for renforums means you cannot sign up for jelly and vice versa. If you signup, then we count on you showing up.

We ask all players of our team to use teamspeak. You don't really need a mic though, you can just listen in. TS adress: ts3.thekoss2.org . Download teamspeak3 from www.teamspeak.com .

Spoony will lead our team. We've got a private strategy talk subforum for these games.

Signed up
Spoony
Goztow
GEORGE ZIMMER
Omar007
Kimb
Surth
CarrierII
Wiener
Liquidv2
ExEric3
Clark Kent

Ralph
Homey
R315r4z0r
Gen_blacky

Unsure / reserve (we expect u to confirm a while before the match if u can join or not. Please add when you'll be able to confirm)

Azazel
The G-Man
Hitman

Denied