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Subject: Re: GSA v WOL 15v15+  
Posted by [flood3d](#) on Sat, 28 Oct 2006 21:08:40 GMT  
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Let's stop dodging around who is better than who and get a date picked so we can do this.

Saturday, November 11 2006 at 8pm GMT.

Maps: 2X(both sides) = 4

Map 1: \_\_\_\_\_ (w/ base defenses)

Map 2: \_\_\_\_\_ (w/o base defenses)

Rules: TBD based on map selection.

Map Length: 35 minutes.

No starting credits.

We will work out the rules' details and the other details after we figure out which map we'll be using. Time to get this thing rolling. Don't worry about servers - I will be sure to take care of that. Classic renegade. No gay modifications (ie. crates, ssaow alterations, etc.)

14v14, we'll meet on teamspeak 30 minutes before scheduled start time. First come first serve unless you are "registered" and approved by the elected team leaders before the 11th of November. Standby's are welcome in case of dropouts, etc.

Let's pick a map so we can get this set in stone. If two maps are not selected/agreed by the 4th of November, two traditional maps will be selected so that both sides have one week to 'prepare'.

So which maps shall we play?

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