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

Posted by [Spoony](#) on Fri, 04 May 2007 20:42:26 GMT

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First off let me offer BHS my genuine admiration what looks to be a very promising project.

So, we'll have some people determining the points system sometime soon. All well and good, but there's much more than that needs doing - some fundamental rules need laying down too. Most of them are obvious, but this post is to talk about something which may not be. That is...

Team Changing

in other words, using moderator powers to arbitrarily alter your or a friend's team.

There's one word that describes this act in a public server, in my opinion:

Cheating

A mild form of cheating, perhaps, but cheating nonetheless.

I'd never dream of stepping on somebody's right to do this on their own server. If you pay for it, do as you please when you play there. What I question is the legitimacy of the ladder in relation to it.

When Westwood made the original Renegade public server ladder, they specifically designed it so that games cannot be ladderred if team-changing is on. There's no mistake in that decision.

That's what a public server IS - teams are allocated randomly. If every player doesn't have the right to select their team, neither should a moderator. (To repeat, I'm not saying ban moderators from doing it)

If you want to play a ladderred game whereby you choose your team, then I can answer you in two words:

Clan match. That is what a clan game IS - a game in which you can specifically choose your teammates. Here's why clan games can legitimately be ladderred: your opponents also have the precisely equal right to choose their teammates as you do. Thus, it is fair.

So here's the point. My opinion is that if this ladder is to be considered legitimate, one of the following needs to be true

- a server which permits its moderators to change team at will should be prohibited from its results counting on the ladder

- individual players who change team at will should be prohibited from their stats counting on the ladder, i.e. each time you do it, your stats get reset.

^ the second one is more viable, surely.

Discuss

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