
Subject: Lobby war 1st of May

Posted by [Goztow](#) on Wed, 14 Apr 2010 13:14:14 GMT

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This was previously to be a match vs n00bstories but as they didn't manage to get many signups, I decided to transform it into a lobby war.

LOBBY WAR

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 show up.

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 rethop

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

Canyon: Beacons underneath the Airstrip

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 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 1st of May, 8 UK GMT

Maps:
tbd

Please download Hourglass2 and Mesa2 (are attached to this post) and add them to your renegade/data folder, just in case. More info on these maps can be found here

Server: KOSs2 will be hosting the server

Signing up: you just show up at the date / time below on teamspeak and teams will be determined.

We ask all players to use teamspeak. You don't really need a mic though, you can just listen in.
TS adress: ts.thejanitor.info:14707 (which is the a TS address especially for lobby wars) .
Download teamspeak3 from www.teamspeak.com .

Signed up
Goztow
CarrierII
Wiener
Clark Kent
Hypnos
Mr.NiceGuy
Sadukar09
T0rn
Tiesto
SoQRadio
omar007
OniZuka
Valherran

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)
George zimmer
Homey

bakerrr
sn21

Denied
