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Subject: Clan Tactics  
Posted by [Homey](#) on Tue, 08 Apr 2003 00:36:14 GMT  
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Repsond if you want any.

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Subject: Clan Tactics  
Posted by [XKMonkey](#) on Tue, 08 Apr 2003 00:37:08 GMT  
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I want some.

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Subject: Clan Tactics  
Posted by [XKMonkey](#) on Tue, 08 Apr 2003 16:57:16 GMT  
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What should you do for 8v8 games on Mesa?

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Subject: Clan Tactics  
Posted by [Raven](#) on Tue, 08 Apr 2003 21:44:24 GMT  
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What should you do for 8v8 on mesa? Not play on Homey's team that's what you should do.

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Subject: Clan Tactics  
Posted by [Sk8rRIMuk](#) on Tue, 08 Apr 2003 22:16:27 GMT  
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RavenWhat should you do for 8v8 on mesa? Not play on Homey's team that's what you should do.

STFU Raven Homey is the Own4g3...

Yeh I belive some people will benfit from Clan tatics Sk8rRIMuk :rolleyes: @ himself.

-Sk8rRIMuk

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Subject: Clan Tactics  
Posted by [Raven](#) on Wed, 09 Apr 2003 00:41:02 GMT  
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you're in \*-LT-\*? you gotta be kidding me.

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Subject: Clan Tactics

Posted by [Homey](#) on Wed, 09 Apr 2003 19:40:11 GMT

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Nod: 3arts, 2 techs in middle, stank/light over wall hitting ref or barracks  
and some other shit on other side  
Gdi: fuck i hate gdi i dunno

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Subject: Clan Tactics

Posted by [Demolition man](#) on Wed, 09 Apr 2003 19:58:22 GMT

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HomeyNod: 3arts, 2 techs in middle, stank/light over wall hitting ref or barracks  
and some other shit on other side  
Gdi: fuck i hate gdi i dunnols exploid so should be kicked from the server.

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Subject: Clan Tactics

Posted by [Homey](#) on Wed, 09 Apr 2003 21:37:05 GMT

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Demolition manHomeyNod: 3arts, 2 techs in middle, stank/light over wall hitting ref or barracks  
and some other shit on other side  
Gdi: fuck i hate gdi i dunnols exploid so should be kicked from the server.  
If they allow it, whatever

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Subject: Clan Tactics

Posted by [XKMonkey](#) on Wed, 09 Apr 2003 23:03:53 GMT

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This is definetly something I wouldn't consider an exploit. Would you consider ref hoping an exploit? Because I know for a fact that WL has done this quite a bit. (For lazy people, just read last paragraph, it just sums up everything I said, but not very well)

Personnally I don't think that exploits are a huge deal. Especially not in a clan match. It becomes impractical to have different people say what is and what isn't a real exploit. Would you consider the host advantage of being able to shoot buildings that others can't on maps like field and hourglass an exploit? I consider back-walking the ob an exploit, mainly because it can only be done on a server low spfs, which shouldn't factor into things. But I'd never quick someone out of a clan match if someone back-walked.

As for b2b, yes I consider it very cheap, but I don't think I'd ever quick someone out for it. I'd deal with it after the game. It really sucks when people bring outside politics into the middle of a match. Like when they say no ref hops on field, or not being allowed to hide behind the harvester the get by defenses. These rules shouldn't be decided by a couple members, but by a league. It would have been nice if CW had included some ingame rules, as well as default settings, but unfortunately they didn't.

I guess another so called exploit would be a tunnel beacon. I've had this done to me during a clan match a few times as a last resort. But the truth is I've never lost because of it. I've always found a way to deal with it. Same goes for ob walking. A couple of times another clan has successfully done it. But while one of their guys was busy doing it, they lost a building or worse. And now I haven't had it happen to me for a couple reasons, one, it can be mined against. And two my sfps makes it very difficult to do.

In all this I've kind lost my train of thought. And to sum it up, basically if you can do it, and they aren't league rules or what not, then it should be allowed. When I say this though, I am talking about clan games, public server games are very different, and their is very little risk involved in having one guy go off and do some of these since you usually have a couple useless people on a team anyways. In a clan game though, because the fact that they are smaller and you have less people screwing around everyone counts. Not to mention the fact that you should always follow the servers rules.

Fuck I though of another thing. Waiting and suiciding at the start of the game before everyone gets in. I don't have a problem with this at all, it is fairly honourable, but I'll only do it if the other clan asks. But you should try to be in the server within at least 1 minute. It really screws up the game tactics with the harvesters when you have to wait for everyone. If you know one of your players loads really slow, have him go in first. If a clan asks you to suicide please don't buy a vehicle, or just kill yourself. Both clans can just look at the chat and see that someone didn't suicide.

Damn, ok read this if you don't want to read the rest.  
In clan games, anything goes, unless noted by specific league.  
In public games, server rules.  
If other clan asks for wait and suicide, then do it.

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Subject: Clan Tactics

Posted by [Demolition man](#) on Thu, 10 Apr 2003 08:03:54 GMT

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You typed to much so i didn't read it all just a quick some parts =P

Ref hopping you can do on both sides so then it is even but on mesa gdi got to go to the middel to do it and nod can do it way easier so it is not fair...

About the host advantage WL always wanted to play on a dedicated server so...

b2b and backwards walking is an exploid too. Like WS made it on purpose that way that you can

walk backwards to get in. :rolleyes:

O and i am not saying we never used any off that shit. First everybody just did everything to win. Because off that we found out what was lame and made rules about it.

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Subject: Clan Tactics

Posted by [XKMonkey](#) on Thu, 10 Apr 2003 15:18:04 GMT

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Yeah I still think that doing b2b and obwalking is lame, tunnel beacons I could care less about. But I just don't think it's a clans right or place to make rules about this stuff. This is what a league or a ladder is for. They are the ones that need to make these rules. Because everyone disagrees on what constitutes fair play and what doesn't. I've played clans that have will at the beginning of the match, say no ref hops, no harv walking, or some other stupid shit. And they'll refuse to play if you don't agree to some stupid rules. I just don't think that any one clan has the right to make rules like this for everyone else.

This isn't aimed at any clan in particular, it's more directed towards a type certain of behavior that has been bothering me for quite some time.

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Subject: Clan Tactics

Posted by [Demolition man](#) on Thu, 10 Apr 2003 17:35:31 GMT

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I got no problems with clans making rules for a game but you got both agree on it. Not say "We got to be GDI on that map or we don't play you"

Most times the other clans agreed anyway because we all know what is lame and what is a tactic.

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Subject: Clan Tactics

Posted by [XKMonkey](#) on Thu, 10 Apr 2003 18:07:25 GMT

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I only ever agree because the other clan usually leaves if you don't. And I just want to play. It's stupid though to kick someone if you think they might have backwalked or something. Finish the game, and deal with it after.

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Subject: Clan Tactics

Posted by [Homey](#) on Thu, 10 Apr 2003 19:22:24 GMT

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My rule, if both teams can do it its legal - unless otherwise stated.

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Subject: Clan Tactics

Posted by [Homey](#) on Thu, 10 Apr 2003 19:24:18 GMT

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Demolition man "We got to be GDI on that map or we don't play you"

perfect example of NS, they pick map and side all the time. Gdi field. I do know why the pick it, its all they good at. Any other map we rape them so...

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Subject: Clan Tactics

Posted by [kawolsky](#) on Thu, 10 Apr 2003 21:37:46 GMT

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ffs you don`t need to write soooooooooo much!!!!!!!

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Subject: Clan Tactics

Posted by [kawolsky](#) on Tue, 22 Apr 2003 18:27:30 GMT

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shouldn`t this be on the CLAN forum?

maybe a bit of both really because its a strategy and its for clans :rolleyes:

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