

## Suggested Rules

Posted by Phoenix - 06 Nov 2008 22:42

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Just a few suggestions, already aza is disagreeing with some of them as i am thinking out loud so i suggest you run these by aza,boer and a few other experienced players.

One of the things i just want to point out before i start is that all races have a counter, some being another race, some can be bought from the shop, but there is a counter.

Apart from the general rules like listen to admins etc etc

Suggestion the First: On scoutknives maps, make it scouts, awps and knives only. No summon of m4s and aks using races such as marine and archmage proudmore. This only gives new players a race disadvantage, they do not need a weapon disadvantage as well.

Suggestion the Second: On awp maps, all guns allowed, due to the awp being so powerful.

Suggestion the Third: Limit the respawning capability of the Orc Lord from possible infinite respawn, to upto 5 possible respawns. This stops new players from giving up in despair due to people (quite reasonably) keeping them dead so they stay alive and get points/xp.

I am sure there will be more suggestions as more people join, people get more experienced etc but those were the ones i could think of for now.

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## Re: Suggested Rules

Posted by Phoenix - 24 Dec 2008 20:59

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Its possible, type wcsadmin in chat, pick him, reset levels.

But he needs to be on the server at the time :S

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## Re: Suggested Rules

Posted by vapour - 25 Dec 2008 01:26

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Btw, there was a race I saw used to today by eddee. I can't remember the name, but it seemed ridiculously overpowered. I got a whole ak clip into his head, while he was frozen, but he just couldn't die. It may require limitations or even removal in my opinion.

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## Re: Suggested Rules

Posted by Phoenix - 26 Dec 2008 00:51

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Some races can go temporarily invincible, i keep meaning to go through the broken races though, although i think conways doing --- something --- but i;m not sure exactly what.

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## Re: Suggested Rules

Posted by Glen Coco - 13 Jan 2009 12:55

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Well, i'll write what i've been researching in a different thread. As for the rules..

Scoutsknivez, nothing else. Just scoutsandknivez. It's called that for a reason.

Awp maps, any pistol that comes with your race, and an awp. I know the awp is powerful, but i'd rather have an M4 as a mole, not an awp. Complete team domination no thank you.

aim\_ maps - Just that gun. If it's aim\_Deagle and people are running about with M4s, whats the point?

Scroll of respawns being used ONCE per round. Billy the kid's can respawn indefinatly with a 3k profit when maxed. Not good. Takeno Samurai General gets 3k upon spawn, making it an indefinate resawner too.

No wards at spawn. Period. Even if you mole, or the team respawns due to phoenix skills.

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