


about wcs server  
Posted by deN - 30 Dec 2010 00:31  
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With Shadow Hunter, u get Serpent wards, are these allowed in T/CT spawn?

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Re: about wcs server  
Posted by W❖rzi - 30 Dec 2010 08:33  
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I can remember, that serpent wards at spawn (CT or T) are not allowed. But the admins can correct me because my memory is not the best  src="http://twkgaming.com/components/com\_kunena/template/default/images/emoticons/emotic on-0100-smile.gif" alt="" data-bbox="245 245 280 265"/>

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Re: about wcs server  
Posted by M3ntoz - 30 Dec 2010 09:40  
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U can't place wards in the opponents team there spawn. So if u are T u can't place at CT spawn.

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Re: about wcs server  
Posted by W❖rzi - 30 Dec 2010 11:00  
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But it's allowed in your own spawn?

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Re: about wcs server  
Posted by eskimo - 30 Dec 2010 13:08  
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The old school rule was no wards in opponents spawn but were allowed in your spawn as long as all entrances/exits to the spawn weren't warded off. That's going back about a year though, don't know if it stills applies.

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Re: about wcs server  
Posted by M3ntoz - 30 Dec 2010 13:23  
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and on aim\_deagle it's never allowed

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Re: about wcs server  
Posted by TheBlackWaltz - 30 Dec 2010 16:32  
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eskimo wrote:  

The old school rule was no wards in opponents spawn but were allowed in your spawn as long as all entrances/exits to the spawn weren't warded off. That's going back about a year though, don't know if it stills applies.

  
I remeber it and think it should be NO Spawn Wards AT all.

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Re: about wcs server  
Posted by vapour - 30 Dec 2010 16:49  
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Waltz

is correct, when i had a rule-making phase i went with no wards in either spawn. But also, you cant use wards on bombsites/hostages and you have to leave one route free. So you can't just camp in a place where the other team cant get to without walking on wards. <br /><br /><br /><br />There were also a few maps where they were totally not allowed but i can't remember which, mainly the tiny ones e.g. awp\_float</font><br /><font size=-3><br />=====

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\_\_\_\_\_</font><br /><font size=-1><br /><b>\_vapour wrote:</b><br /><br /><div class="kmsgtext-quote">Waltz is correct, when i had a rule-making phase i went with no wards in either spawn. But also, you cant use wards on bombsites/hostages and you have to leave one route free. So you can't just camp in a place where the other team cant get to without walking on wards. <br /><br /><br /><br />There were also a few maps where they were totally not allowed but i can't remember which, mainly the tiny ones e.g. awp\_float</div><br /><br /><br /><br />+ 1</font><br /><font size=-3><br />=====

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