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 🙂

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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.

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

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Re: about wcs server
Posted by Pooky - 30 Dec 2010 17:11
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_vapour wrote:

<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.

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>

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