Subject: Re: An opinion piece - in regard to the public-server ladder
Posted by futura83 on Sat, 05 May 2007 11:47:41 GMT

I think if mods are used then it shouldnt be allowed on the ladder;

on crazy CTF servers, for killing a hotwire or technician (super units that have one-hit kill weapons) you get 4000 points for it, which (obviously) is far too many points for killing one unit, and people who play exclusively these games will most likely be on top...

Also, what stops people using hacks from getting points on the ladder?