
Subject: Renegade League AOW 2004

Posted by [SoQGizMo](#) on Thu, 02 Sep 2004 13:53:52 GMT

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Renegade League All Out War 2004.

This years first Renegade League provided by <http://www.non00bs.net>

In this league there will be 24 teams and each team will provide 5 players each team. Its also a good idea to have some reserve players, so if some one cant make it you have a reserve player to refill that spot. Each team has one Team Captain and this person has the responsibilty that his team will be on time and complete for all matches they have to play.

Also the team Captain has to have a paypal account so i can make the deposit to him when their team is the Champion of this League.

When all Team Members have paypal accounts and they want all there own share, i can also split the price money in 5 and deposit each share to each player. And from there its your choice what you do with your price money.

We will start playing this league when all 24 spots are filled with teams.

Each clan can make as many teams if they like to and it doesnt have to be clan teams, it also can be teams with ppl from diffrend clans.

Once all 24 teams are there i will make a match schedule so you all know who your playing against.

The time and date when you will play the match have to be aranged by yourself with both teams.

You will have 7 days to play the game and after that both teams will get 0 points when the match is still not played.

You will play all 23 other teams, the one with the most points at the end of this League when all matches are played will be the winner of this Renegade League AOW 2004

Rules For Ingame

Is Allowed:

- 1) Harvester Walking
- 2) Hillcamp On HourGlass
- 3) WallJump With Infantry

Not Allowed:

- 1) No Wall-Jump With Tanks. "Mesa"
- 2) No Cheating.
- 3) No B2B. "Mrls Behind Barracks" "Gunnars Inside Barracks"
- 4) No Tunnel Beacons/Nukes.
- 5) No Using Glitches.
- 6) BackWalking On Obelisk
- 7) Wall Jumping Refinery On Field
- 8] Racial Slurs In Any Kind Will Automaticly Result In A Disqualification.
- 9) Nuke On Barracks-Roof On Map Canyon.
- 10) Ion Under Strip

If Something Is Not Mentioned That Your Unsure Of Consider It prohibited

General Rules

- 1) When a team isn't complete when they have to play a match then the other team will have a win and the other team will have a loss.
- 2) After each game is played make a screenshot of the total score of that game and post it on our forum at www.non00bs.net
- 3) When all players are in game then all suicide, so we all start with 0 cash
- 4) Each match contains 2 maps will be played, one Defense and one non-defense.
- 5) RenGuard is required when you are participating in this League.
- 6) If a person gets disconnected from the game then you can play on and for the person that got disconnected he will rejoin the game and if not then its his/her decision.
- 7) When your clan has a team then it is not allowed to be Mod in that particular match. But you can be Mod in other matches as long your clan team isnt in that match.

How Does The Point Counting Work

When you win 2-0 you get 3 points

When its a draw 1-1 then each team gets 1 point

When you lose you get 0 points.

Maps that will be played are.

"Defense Maps"

C&C_City.Mix
C&C_Field.Mix
C&C_Mesa.Mix
C&C_Under.Mix
C&C_Hourglass.Mix
C&C_City_Flying.Mix

"Non-Defense Maps"

C&C_Islands.Mix
C&C_Canyon.Mix
C&C_Complex.Mix
C&C_Walls_Flying.Mix
C&C_Volcano.Mix
C&C_Walls.Mix

"TeamSpeak Server"

Im also setting up a Team Speak Server what you can use if you want when you are playing the matches.

Further info about the Adress and Name of the TS-Server will be notified in a short while.

"Dedicated Servers"

I will be hosting 2 servers, one will be on Euro and one will be on USA.
And i will be working on 2 other servers, so maybe i will be able to run 4 servers in total. When i get these 2 others then also one will be on Euro and one on USA.

Server Settings

Time Limit: 27 Minutes
Passworded: Yes
Laddered: No
ReMixTeams: No
TeamChange: Yes
FriendlyFire: Off
SpawnWeapons: yes
MaxPlayers: 12
EndGameBeacon: yes
Starting Cash: 0

Mods Ingame

In all played matches there will be 2 Mods in game, one on GDI side and one on NOD side to watch the game and to see if the game is played by the rules and if its played fair.

Need volunteers

I also need some volunteers that are willing to help us out to be Mod in some matches to see if everything goes the way it should.

"Most MVP Player"

There is a \$25,- price for the player with the most time as MVP
If there are players with the same amount of MVP then i will split the price in the amount of players that have the most MVP.

The total of price money your team can win is \$250,-

You have to subscribe your team before 25-09-2004
After that date you cant join anymore.

To sign up your Team go [Here](#)

To sign up as Mod go [Here](#)

Enjoy!!!

Greetzz GizMo B)

ps: Will Be Updated... Stay Tuned
