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Subject: Re: Clan gaming

Posted by [Spoony](#) on Wed, 11 Jan 2012 00:37:01 GMT

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thanks for the info, but a rav is a lot better than an LCG in a clanmatch.

You've read my posts about my intentions to revive the Clanwars.cc Renegade league. The servers are now ready. Thus, the league is open for business.

All clan matches need to be played in one of the official servers.

CWserver1: Popular Maps (cityfly, field, islands, volcano, complex, canyon, wallsfly)

CWserver2: all of the above plus mesa, walls, under

CWserv3: Field 1v1

Password to all of the above is 'havoc'.

You need to download the Clanwars map pack: modified versions of the stock maps. Put them in your data folder. You need to run 4.0 as well. Check the sticky threads on the Clanwars forum for stuff like in-game rules.

Roster limit is four, for now. We need small, well-defined clans, and more of them. You can only be in one clan at a time. Maximum of one botname.

Please report your losses.

I think we should all pick one medium to find games; something like a specific teamspeak server to join, or the Renegade chatrooms, or something. I'm open to suggestions about this.

I'm not sure about this month's F2F finals; we'll decide about a week before the month ends. Depends how active things are until then.

Contact myself or hitman for a 2v2 anytime we're both on. Contact me for a 1v1 - including HaTe - so long as you have a warrior account in a clan, that is. Contact me if you have any questions about how to make a clan/use the league/whatever.

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