
Subject: Renegade Clanwars

Posted by [Spoony_old](#) on Sun, 16 Oct 2005 06:37:18 GMT

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Four months ago, the Renegade clan pages on WOL went down without anyone having much hope of them coming back up. Since that basically hammered the final nail into Renegade clanning, Clanwars.cc created a manual report based league. At the time, most active Renegade clans saw this just as an interim solution, but more recently the majority see it as much superior to what was there before.

Previously the Renegade league at clanwars.cc was pulled directly from WOL clan games which, while it works in theory, had all kinds of flaws. A lot of the time games simply didn't report because WOL was unstable, causing endless headaches for players and admins. Not to mention it was easily exploited by point pushers.

The manual league, however, is much better in many ways. It is not dependent on WOL at all (thankfully) meaning games can be played on WOL or Gamespy to the clans' tastes, and more importantly clans don't have to worry about whether WOL will pick up their games or not. The points system is much better and more accurately reflects skilled clans, instead of sheer volume of games. It is also much more secure against pointpushing.

[Click here for the League](#)

The league also has the ability to host internal tournaments, some of which offer prizes to winning players. September was the tenth anniversary of the Command and Conquer series, and EA sent Clanwars.cc a variety of collector's items such as signed game sets, figurines, Renegade mouse pads, soundtrack CDs and more. A significant chunk of these prizes have been offered to league and tournament winners.

-Spoony,
Clanwars.cc Renegade Admin

Subject: Re: Renegade Clanwars

Posted by [=HT=T-Bird](#) on Sun, 16 Oct 2005 11:11:22 GMT

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Spoony wrote on Sun, 16 October 2005 01:37: Four months ago, the Renegade clan pages on WOL went down without anyone having much hope of them coming back up. Since that basically hammered the final nail into Renegade clanning, Clanwars.cc created a manual report based league. At the time, most active Renegade clans saw this just as an interim solution, but more recently the majority see it as much superior to what was there before.

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-Spoony,
Clanwars.cc Renegade Admin

Have ANY of the clans in CW played a match WITHOUT SNIPERS? j/w

Subject: Re: Renegade Clanwars
Posted by [Spoony_old](#) on Sun, 16 Oct 2005 11:48:27 GMT
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Don't really understand the question tbh.

Clan games on City Flying you always need a good sniper on your side or you don't have a chance, and most of the time on Walls Flying. Other maps they don't usually figure unless you lose your WF or Airstrip.

Subject: Re: Renegade Clanwars
Posted by [AADude7](#) on Sun, 16 Oct 2005 12:54:35 GMT
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Nice program

Subject: Re: Renegade Clanwars
Posted by [Renx](#) on Sun, 16 Oct 2005 13:18:48 GMT
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Quote:A lot of the time games simply didn't report because WOL was unstablep

I'm not sure when it started exactly, but unless you're running a ded server, no info gets sent to the ladder servers. This would of been why it wasn't updating.

Subject: Re: Renegade Clanwars

Posted by [=HT=T-Bird](#) on Sun, 16 Oct 2005 13:20:19 GMT

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Spoony wrote on Sun, 16 October 2005 06:48Don't really understand the question tbh.

Clan games on City Flying you always need a good sniper on your side or you don't have a chance, and most of the time on Walls Flying. Other maps they don't usually figure unless you lose your WF or Airstrip.

I mean, NEITHER SIDE can use snipers...trying in such a match would result in an auto-kill.

Subject: Re: Renegade Clanwars

Posted by [Spoony_old](#) on Sun, 16 Oct 2005 14:11:12 GMT

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=HT=T-Bird wrote on Sun, 16 October 2005 09:20I mean, NEITHER SIDE can use snipers...trying in such a match would result in an auto-kill.

Well, if you wanted to start a clan at clanwars.cc and only play clanners without snipers, that'd be fine and I'm sure people would give it a go. I'd like to try that, actually. You would need to clearly state it before the matches though and your opponents would have to agree to it.

Quote:I'm not sure when it started exactly, but unless you're running a ded server, no info gets sent to the ladder servers. This would of been why it wasn't updating.

No. Dedi server, player-hosted, makes no difference. It's just WOL is a piece of crap.

I played entire months where no clans' games updated at all, it was just ridiculous. Manual league solved it in a single stroke.

Subject: Re: Renegade Clanwars

Posted by [JPNOD](#) on Sun, 16 Oct 2005 18:42:20 GMT

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Renx wrote on Sun, 16 October 2005 09:18Quote:A lot of the time games simply didn't report because WOL was unstablep

I'm not sure when it started exactly, but unless you're running a ded server, no info gets sent to the ladder servers. This would of been why it wasn't updating.

I have had some games not reporting for individual ranking..
Also, it wouldn't even register clans because no games was reported.

Subject: Re: Renegade Clanwars
Posted by [MrWiggles](#) on Tue, 18 Oct 2005 19:48:18 GMT
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Keep trying spoom, they'll see the light one day :/

Subject: Re: Renegade Clanwars
Posted by [Jecht](#) on Wed, 19 Oct 2005 03:03:07 GMT
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beating the horse in front of my face is not going to make me want to do it any longer. I believe he's striving for new people, not ones who have seen it already(even though everyone in here has because he spams it in every topic seemingly).

Subject: Re: Renegade Clanwars
Posted by [Spoony_old](#) on Wed, 19 Oct 2005 06:39:49 GMT
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I wouldn't call mentioning it in reference to a question someone asked as "spam". EG, if someone asks how they join a clan, it seems rather sensible to tell them how...

Plus, this is the first time I've bothered to make a rather leet little montage of it all, with pretty pictures and everything.

Subject: Re: Renegade Clanwars
Posted by [GoTWhiskÉY](#) on Wed, 19 Oct 2005 16:16:12 GMT
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Nice Post Spooky. The admins should sticky this, but it seems everyone here is anti-clanwar.cc so I'm not getting my hopes up

Subject: Re: Renegade Clanwars
Posted by [SuperMidget](#) on Thu, 20 Oct 2005 13:49:06 GMT
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I'm not.

BTW Congrats on getting, what 2nd? That's impressive.

(Yeaaaaah Barrie, son.)

Subject: Re: Renegade Clanwars
Posted by [GoTWhiskÉY](#) on Fri, 21 Oct 2005 16:31:21 GMT
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LoL ur posting this from georgian college library or residence? I was just at the school yesterday, maybe I walked by you.

PS: not sure what you mean about the 2nd place thing...

Subject: Re: Renegade Clanwars
Posted by [SuperMidget](#) on Fri, 21 Oct 2005 19:45:43 GMT
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Lol No man, I was at ORILLIA campus, we've been over this once before. (On one or two screenshots I see your WOL name on like 2nd or 3rd in clanwars.com or w/e)

Subject: Re: Renegade Clanwars
Posted by [Jecht](#) on Tue, 25 Oct 2005 14:31:36 GMT
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Im not against his site, he just spams it too often.

Subject: Re: Renegade Clanwars
Posted by [Spoony_old](#) on Tue, 25 Oct 2005 14:36:56 GMT
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Spoony wrote on Wed, 19 October 2005 02:39I wouldn't call mentioning it in reference to a question someone asked as "spam". EG, if someone asks how they join a clan, it seems rather sensible to tell them how...

Sorry bud, but when someone asks how to get clan games, how to join a clan, or about the clan ladder, or indeed virtually anything about competitive clanning, the answer is on that site.

Subject: Re: Renegade Clanwars
Posted by [MrWiggles](#) on Thu, 27 Oct 2005 20:12:50 GMT
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CLANWARS.CC FOR EVA

Subject: Re: Renegade Clanwars
Posted by [karmai](#) on Wed, 02 Nov 2005 00:09:57 GMT
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gbull wrote on Tue, 25 October 2005 10:31Im not against his site, he just spams it too often. GBUL, clanwars.cc is the official renegade clanwars site... all he is doing is letting people who might not know about it join. There isn't a single clan on the westwood ladder that can even compete with any clans on the cw system... Joining the league is the smartest thing you can do to improve your knowledge of this game... and to find clanwars. And since you don't seem to like it.. Well do us all a favour and shut the fuck up newb

Subject: Re: Renegade Clanwars
Posted by [Jecht](#) on Wed, 02 Nov 2005 04:56:42 GMT
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read, dumbass.

Subject: Re: Renegade Clanwars
Posted by [karmai](#) on Thu, 03 Nov 2005 15:13:12 GMT
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I've read dumbass, and my post clearly states that he isn't spamming, he is just telling people about the ONLY REAL LEAGUE FOR RENEGADE CLANWARS, a league that eliminates pointpushers, cheaters, and bad players.. THE ONLY ACTIVE LEAGUE LEFT IN THIS GAME. This isn't spam, it's probably the most meaningful topic on this entire forum. Once again, IF YOU DONT LIKE IT...
SHUT
THE
FUCK
UP

Subject: Re: Renegade Clanwars
Posted by [Jecht](#) on Thu, 03 Nov 2005 17:17:10 GMT
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Did I say this topic was spam? I believe, HAD YOU READ, that I said every other topic he

mentioned it in was spam. I also said I was not against his site, I just won't use it because of the member restrictions.

Subject: Re: Renegade Clanwars
Posted by [Spoony_old](#) on Thu, 03 Nov 2005 19:03:24 GMT
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What member restrictions? You mean only 10 people are allowed in a clan? Botnames are your friend...

Subject: Re: Renegade Clanwars
Posted by [Jecht](#) on Thu, 03 Nov 2005 22:41:18 GMT
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You mean Making up names everyone in the clan can use? is that allowed?

Subject: Re: Renegade Clanwars
Posted by [karmai](#) on Thu, 03 Nov 2005 22:44:22 GMT
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gbull wrote on Tue, 25 October 2005 10:31Im not against his site, he just spams it too often.
K.. YOU'RE SAYING HE SPAMS HIS SITE.

a few things..

1. Clanwars isnt "his site", it has been the most active renegade clan ladder since this games release I believe..
 2. The only reason he keeps talking about it is so he can give people a chance to start using it, so MAYBE this game can become more active agin... IF YOU DO NOT LIKE IT, SHUT THE FUCK UP and leave.. jesus christ
-

Subject: Re: Renegade Clanwars
Posted by [Jecht](#) on Thu, 03 Nov 2005 23:55:28 GMT
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stop spamming in here, I don't care what you have to say because your wasting my time anyhow. I'm waiting for his response.

Subject: Re: Renegade Clanwars
Posted by [karmai](#) on Fri, 04 Nov 2005 02:20:17 GMT
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Well your question is so fucking retarded he shouldn't have to answer it..

YES, THAT IS WHAT A BOTNAME IS.. A NAME IN THE CLAN THAT EVERYONE CAN USE WHEN YOU NEED AN EXTRA PLAYER.

Subject: Re: Renegade Clanwars

Posted by [Jecht](#) on Fri, 04 Nov 2005 03:37:46 GMT

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why would a question asking about jargon to something unfamiliar to me be retarded? It's not like Renegade terms are common knowledge anyway. I dare you to walk up to a random person on the streets and ask for a fight. Then, when he declines, accuse him of dodging. He will look at you like you have a mental handicap. Bottom line, when you don't ask questions, you don't get answers.

Subject: Re: Renegade Clanwars

Posted by [Spoony_old](#) on Fri, 04 Nov 2005 14:12:49 GMT

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gbull wrote on Thu, 03 November 2005 17:41 You mean Making up names everyone in the clan can use? is that allowed?

Yes.

EG, let's say you have a 12-man clan. The limit of accounts in one clanwars.cc clan is 10, so here's what you do.

Your 8 most active guys create their accounts normally. You create two more accounts called "GDEplayer1" and "GDEplayer2" or whatever.

Subject: Re: Renegade Clanwars

Posted by [Jecht](#) on Fri, 04 Nov 2005 15:44:22 GMT

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That may change my opinion.

Subject: Re: Renegade Clanwars

Posted by [MrWiggles](#) on Fri, 04 Nov 2005 17:56:36 GMT

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KEEP TRYING SPOON AND KARM, I BELIEVE!
