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Subject: RenAlert and Renegade

Posted by [Spoony](#) on Mon, 10 Apr 2006 17:25:25 GMT

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You may have heard of Clanwars.cc - they host gaming leagues for various titles. At the moment BFME II and Zero Hour are very popular (Clanwars.cc has recently secured a contract with EA to run the automatic, fully integrated ladder for the newly released BFME II). It has also hosted a league for Renegade for nearly four years now, which had a major revamp last month.

The current administration of the Renegade league, in response to the CW community's sudden interest in the RenAlert mod, have made the decision to allow RA:APB clan games to be played on the Renegade league.

I don't believe RenAlert has really experienced the "clan games" angle before, but a fair few players in the current Renegade league are about to try it - mainly because RA:APB not only looks far superior to Renegade, but the gameplay is much more orientated towards teamplay and the points system focuses on base destruction instead of pointwhoring and camping.

Here's a brief rundown of how the league itself works:

1. You create a clan and if you want a player to join, you sent them an invite. Them accepting this invite puts them in your clan. All players in the clan game must be playing on names matching their clanwars.cc Warrior accounts
2. When you lose a clan match, you log in to the league, select "Report Loss" and fill in the info - the clan who defeated you, the players, and the map
3. When you win a match, save screenshots of it. Your opponents should report the loss. If they don't, you can post screenshot(s) of the game on the Clanwars.cc Forums and the league admin will add the game for you - this also entails a minor points penalty for your opponent, for failing to report the loss themselves.

Anyway, we're giving it a go. It would be great if a few players here would like to try it as well.

Spoony

-Clanwars.cc

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