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Subject: renegade finally died for competitvnes?  
Posted by [GsXr1400](#) on Tue, 09 Oct 2007 05:32:41 GMT  
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discuss

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Subject: Re: renegade finally died for competitvnes?  
Posted by [Starbuzz](#) on Tue, 09 Oct 2007 06:33:56 GMT  
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Can you please clarify your statement?

Are you saying Renegade players have "sought after" and died for competitiveness OR are you saying Renegade has died due to lack of competitiveness in online gameplay?

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Subject: Re: renegade finally died for competitvnes?  
Posted by [z310](#) on Tue, 09 Oct 2007 06:55:36 GMT  
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Probably just "Renegade online play isn't competitive anymore."

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Subject: Re: renegade finally died for competitvnes?  
Posted by [GsXr1400](#) on Tue, 09 Oct 2007 06:58:46 GMT  
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well the clanwars.cc ladder is dead in my opionion. to many clans dodge. + the only decent clans @ clanwars.cc are amrican. so there tends to be about 10 clans on @ GMT time and they all say no and 5 mins later there playing CFG or someone.

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Subject: Re: renegade finally died for competitvnes?  
Posted by [Goztow](#) on Tue, 09 Oct 2007 07:20:06 GMT  
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The solution for you is obvious: bot for CFG!

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Subject: Re: renegade finally died for competitvnes?  
Posted by [GsXr1400](#) on Tue, 09 Oct 2007 07:59:11 GMT  
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its like having a public side on youre team. like come of it. they lose 3v5 and so on.. Goz you have

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msn.?

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Subject: Re: renegade finally died for competitvnes?  
Posted by [KIRBY-098](#) on Tue, 09 Oct 2007 14:52:37 GMT  
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Oh, most certainly Ren is not even a shadow of what it was five years ago, but that's to be expected.

Let's evaluate this with the proper filter though:

How many games can we who have been here since the beginning (that's about three of you that still come here, me included)say have kept our interest as long?

I just played through SP last week again and I will always love MP. You can't get that same experience and gameplay in any other game.

I've tried and BF2142 comes closest for me and I love it, but without c&c mode it just doesn't have the tactical element I need for a renegade replacement.

BF2142 is a good game and I LOVE titan mode and the new Northern Strike maps and units but there's nothing better than taking down the hand with a hard fought engineer rush and listening to the disbelief and whining.

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Subject: Re: renegade finally died for competitvnes?  
Posted by [The Elite Officer](#) on Tue, 09 Oct 2007 15:52:30 GMT  
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z310 wrote on Tue, 09 October 2007 02:55Probably just "Renegade online play isn't competitive anymore."

Okay I think that renegade has died some what in competitiveness, but I don't think it is gone completly.

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Subject: Re: renegade finally died for competitvnes?  
Posted by [GeneralCF](#) on Tue, 09 Oct 2007 18:12:03 GMT  
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"Renegade online play isn't competitive anymore."

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What are we doing here then? I still think its competitive, and I think there are a lot of servers. I think C&C:Renegade is competitive. Players who like it still play it, although of they are playing other games.

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Subject: Re: renegade finally died for competitivnes?  
Posted by [GsXr1400](#) on Tue, 09 Oct 2007 18:23:48 GMT  
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Yeh public servers are really hard... cmon.. u can literally get mvp every game these days if you want to.

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Subject: Re: renegade finally died for competitivnes?  
Posted by [GeneralCF](#) on Tue, 09 Oct 2007 18:35:51 GMT  
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BartGg wrote on Tue, 09 October 2007 15:23Yeh public servers are really hard... cmon.. u can literally get mvp every game these days if you want to.  
It depends. Some players rely on tactics, some on rush for the victory. It depends of the enemy also. When you are being attacked. When you attack. What do you have. What do the enemy have. Your skills. The enemy skills.

So, do you think is not competitive anymore? Redundant yes, but un-competitive no.

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Subject: Re: renegade finally died for competitivnes?  
Posted by [sadukar09](#) on Tue, 09 Oct 2007 19:22:44 GMT  
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Wtf are bots.

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Subject: Re: renegade finally died for competitivnes?  
Posted by [GsXr1400](#) on Tue, 09 Oct 2007 19:39:53 GMT  
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what servers you play in..? ill provv you wrong.

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Subject: Re: renegade finally died for competitivnes?  
Posted by [KIRBY-098](#) on Tue, 09 Oct 2007 19:44:05 GMT  
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sadukar09 wrote on Tue, 09 October 2007 14:22Wtf are bots.

AI players. Renegade initially came with no useable AI in MP. Through the creative genius of a select few there are now maps with bots, but they aren't that good.

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Subject: Re: renegade finally died for competitvnes?  
Posted by [sadukar09](#) on Tue, 09 Oct 2007 19:48:53 GMT  
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KIRBY-098 wrote on Tue, 09 October 2007 14:44sadukar09 wrote on Tue, 09 October 2007 14:22Wtf are bots.

AI players. Renegade initially came with no useable AI in MP. Through the creative genius of a select few there are now maps with bots, but they aren't that good.

Oh, I thought it was the bot running the server :/

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Subject: Re: renegade finally died for competitvnes?  
Posted by [danpaul88](#) on Tue, 09 Oct 2007 19:54:38 GMT  
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Bot has different meanings in different contexts.

You have the AI bots as mentioned above.

There are also server bots which regulate the server and give mods and irc mods the kick, ban etc commands.

And finally there are clan bots, which is what Gozy meant, where a clan has an account called 'tk2\_bot1' or something so players not in the clan can play for them. Since the clan system on WOL is now dead anyway people playing like this can just use their normal login names anyway, so you don't see any accounts like that anymore.

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Subject: Re: renegade finally died for competitvnes?  
Posted by [troopr02](#) on Wed, 10 Oct 2007 01:44:12 GMT  
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Does anyone even know who you are (because I dont)? Maybe your not in the right clan?

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Subject: Re: renegade finally died for competitvnes?  
Posted by [Rocko](#) on Wed, 10 Oct 2007 02:33:58 GMT

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BartGg wrote on Tue, 09 October 2007 00:32discuss  
faggot

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Subject: Re: renegade finally died for competitvnes?  
Posted by [Spoony](#) on Wed, 10 Oct 2007 11:18:57 GMT  
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BartGg wrote on Tue, 09 October 2007 13:23Yeh public servers are really hard... cmon.. u can literally get mvp every game these days if you want to. sure, when you try to stack teams in your favour, or if you get someone on the other team to help you hop a wall to kill a powerplant, then cry when you get banned for doing so.

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Subject: Re: renegade finally died for competitvnes?  
Posted by [GsXr1400](#) on Wed, 10 Oct 2007 13:08:07 GMT  
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ok spoony just loves talking from his ass.

ive never stacked teams... i just do it on my own. only people who stack teams was on youre server i think spoony? nice.....

---

Subject: Re: renegade finally died for competitvnes?  
Posted by [GsXr1400](#) on Wed, 10 Oct 2007 13:09:20 GMT  
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Rocko wrote on Tue, 09 October 2007 21:33BartGg wrote on Tue, 09 October 2007 00:32discuss  
faggot

you what you bag of shit... i said discuss not mouth me off you pale nerd

---

Subject: Re: renegade finally died for competitvnes?  
Posted by [GsXr1400](#) on Wed, 10 Oct 2007 13:13:03 GMT  
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troopr02 wrote on Tue, 09 October 2007 20:44Does anyone even know who you are (because I dont)? Maybe your not in the right clan?

Why does it matter if you "know me"

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so you can flip the dodge or what?

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Subject: Re: renegade finally died for competitvnes?  
Posted by [Spoony](#) on Wed, 10 Oct 2007 15:11:19 GMT  
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BartGg wrote on Wed, 10 October 2007 08:08ok spoony just loves talking from his ass.

ive never stacked teams... i just do it on my own. only people who stack teams was on youre server i think spoony? nice.....

yes, when you and simpee did it in spoonysrv. Guess the prospect of going against random public-server players without the puppetmaster was too scary

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Subject: Re: renegade finally died for competitvnes?  
Posted by [Rocko](#) on Wed, 10 Oct 2007 21:02:35 GMT  
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BartGg wrote on Wed, 10 October 2007 08:09Rocko wrote on Tue, 09 October 2007 21:33BartGg wrote on Tue, 09 October 2007 00:32discuss  
faggot

you what you bag of shit... i said discuss not mouth me off you pale nerd  
cry more geek lol

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Subject: Re: renegade finally died for competitvnes?  
Posted by [GeneralCF](#) on Wed, 10 Oct 2007 21:27:39 GMT  
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BartGg wrote on Tue, 09 October 2007 16:39what servers you play in..? ill provv you wrong.  
JellyServer-MapPack

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Subject: Re: renegade finally died for competitvnes?  
Posted by [Starbuzz](#) on Thu, 11 Oct 2007 00:21:23 GMT  
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GeneralCF wrote on Wed, 10 October 2007 16:27BartGg wrote on Tue, 09 October 2007 16:39what servers you play in..? ill provv you wrong.  
JellyServer-MapPack

---

EEEEWWWWWWWW! I stopped playing there due to FUCKER CHEATERS.

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Subject: Re: renegade finally died for competitvnes?  
Posted by [R315r4z0r](#) on Thu, 11 Oct 2007 02:07:25 GMT  
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This game is the most competitive game I own...

When I play, people in game sometimes really get into the team they are on.

I've seen people online on Nod refer to themselves as "Brothers"

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Subject: Re: renegade finally died for competitvnes?  
Posted by [Rocko](#) on Thu, 11 Oct 2007 22:28:13 GMT  
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Starbuzz wrote on Wed, 10 October 2007 19:21GeneralCF wrote on Wed, 10 October 2007 16:27BartGg wrote on Tue, 09 October 2007 16:39what servers you play in..? ill proof you wrong. JellyServer-MapPack

EEEEWWWWWWWW! I stopped playing there due to FUCKER CHEATERS.  
get owned at renegade much faggot?

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Subject: Re: renegade finally died for competitvnes?  
Posted by [Starbuzz](#) on Fri, 12 Oct 2007 00:21:10 GMT  
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razorblade001 wrote on Wed, 10 October 2007 21:07

When I play, people in game sometimes really get into the team they are on.

I've seen people online on Nod refer to themselves as "Brothers"

What server is that?

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Subject: Re: renegade finally died for competitvnes?  
Posted by [GeneralCF](#) on Sat, 13 Oct 2007 03:30:33 GMT  
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Starbuzz wrote on Wed, 10 October 2007 21:21GeneralCF wrote on Wed, 10 October 2007 16:27BartGg wrote on Tue, 09 October 2007 16:39what servers you play in..? ill proof you wrong. JellyServer-MapPack

EEEEWWWWWWWW! I stopped playing there due to FUCKER CHEATERS.  
Wow, I dont see cheating there, but there can be.

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Subject: Re: renegade finally died for competitvnes?  
Posted by [Jamie or NuneGa](#) on Sat, 13 Oct 2007 10:02:11 GMT  
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english club defines compete as -  
compete: to battle against another player

so unless ya just run around as a sbh, id say renegade is competitive.

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Subject: Re: renegade finally died for competitvnes?  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 14 Oct 2007 16:20:55 GMT  
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KIRBY-098 wrote on Tue, 09 October 2007 10:52Oh, most certainly Ren is not even a shadow of what it was five years ago, but that's to be expected.

Let's evaluate this with the proper filter though:

How many games can we who have been here since the beginning (that's about three of you that still come here, me included)say have kept our interest as long?

I just played through SP last week again and I will always love MP. You can't get that same experience and gameplay in any other game.

I agree with Kirby... I've been playing Renegade since its demo release in late 2001, and was one of the first to buy the game in its February 2002 release. I still enjoy the game online, and I enjoy playing with my clan mates in practices, wars, and in public games. Almost 6 years of Renegade and I'm not tired of it.

I've played most of the new shooters, and I'm not very impressed with most of them. Practically no shooter in the past 6 years has brought more to the genre than Renegade, and yet there isn't a single other game that uses the Renegade formula. In fact this is the only game that I can play daily/weekly without getting bored with it - most other games only last me about 2 weeks.

I do agree though that this game's lost its competitiveness. Big time. When I started NE 4 years ago, there were very many great clans, as well as a public that actually had great teamplay. Most of the time there were no "n00b teams"; almost every fight was a good one.

Now it's easy to get MVP and hard to find a player that'll work with you. That's why I never play online by myself - I always bring at least one clan member or mod member with me.



There's also practically no AOW servers if you don't like big games. I'm the kind of person who likes traditional AOW (with the weapons drop mod) with about 16-24 players ingame. These days you can only find really big servers, or really small ones, most of which have stupid mods like adding random guard towers and different weapons for infantry.

I sure hope R2007 raises Havoc back from the dead.

Edit: Another thing that ruins this game are the idiots who convict everyone of cheating. Guess what, Renegade's cheaters are gone, and have been gone for at least a year. Sure, there is the occasional cheater you see once a week or once every two weeks, but seriously, 90% of the people convicted don't use any. It's extremely difficult for me to play a good game these days, because I am always convicted of big head, "throw hax" and other cheats.

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Subject: Re: renegade finally died for competitvnes?  
Posted by [GsXr1400](#) on Sun, 14 Oct 2007 18:45:12 GMT

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NuneGa wrote on Sat, 13 October 2007 05:02english club defines compete as -  
compete: to battle against another player

so unless ya just run around as a sbh, id say renegade is competitive.

fighting against a player and totally wasting him. [not competitive]

and fighting against some 1 and actually struggling.  
[competitive]

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Subject: Re: renegade finally died for competitvnes?  
Posted by [Jerad2142](#) on Wed, 17 Oct 2007 01:59:36 GMT

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I actually thing Renegade is making a bit of a come back, like just yesterday I played a map with 70 people on it. 70 thats hug compared to what I have seen on line in the last 2 years.

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Subject: Re: renegade finally died for competitvnes?  
Posted by [Rocko](#) on Wed, 17 Oct 2007 05:07:43 GMT

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BartGg wrote on Sun, 14 October 2007 13:45NuneGa wrote on Sat, 13 October 2007  
05:02english club defines compete as -  
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fighting against a player and totally wasting him. [not competitive]

and fighting against some 1 and actually struggling.  
[competitive]

ur the first 1

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Subject: Re: renegade finally died for competitivnes?  
Posted by [GsXr1400](#) on Thu, 18 Oct 2007 12:59:31 GMT  
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Jerad Gray wrote on Wed, 17 October 2007 03:59I actually thing Renegade is making a bit of a come back, like just yesterday I played a map with 70 people on it. 70 thats hug compared to what I have seen on line in the last 2 years.

70 n00bs stuck in a modded server. REALLY A GOOD COMEBACK.

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Subject: Re: renegade finally died for competitivnes?  
Posted by [Starbuzz](#) on Thu, 18 Oct 2007 16:01:05 GMT  
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BartGg wrote on Thu, 18 October 2007 07:59Jerad Gray wrote on Wed, 17 October 2007 03:59I actually thing Renegade is making a bit of a come back, like just yesterday I played a map with 70 people on it. 70 thats hug compared to what I have seen on line in the last 2 years.

70 n00bs stuck in a modded server. REALLY A GOOD COMEBACK.

Something tells me you are being sarcastic.

Who bloody cares if it's a modded server? The game is to have fun...don't bring your "competitive" bullshit here. As long as people come to the game to have fun, Renegade lives.

Damn you are confused. A game is primarily made to have fun and most players do that. And some players (like you) like to go in-depth and play it in a more competitive level with other like-minded players. And that is not wrong either.

There's two ways to look at it, you Reneracist.

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Subject: Re: renegade finally died for competitvnes?  
Posted by [Rocko](#) on Thu, 18 Oct 2007 22:34:49 GMT  
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BartGg wrote on Thu, 18 October 2007 07:59Jerad Gray wrote on Wed, 17 October 2007 03:59I actually thing Renegade is making a bit of a come back, like just yesterday I played a map with 70 people on it. 70 thats hug compared to what I have seen on line in the last 2 years.

70 n00bs stuck in a modded server. REALLY A GOOD COMEBACK.  
are you soqreal cus if you are you suck at renegade n life

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Subject: Re: renegade finally died for competitvnes?  
Posted by [Starbuzz](#) on Thu, 18 Oct 2007 23:41:41 GMT  
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Rocko wrote on Thu, 18 October 2007 17:34BartGg wrote on Thu, 18 October 2007 07:59Jerad Gray wrote on Wed, 17 October 2007 03:59I actually thing Renegade is making a bit of a come back, like just yesterday I played a map with 70 people on it. 70 thats hug compared to what I have seen on line in the last 2 years.

70 n00bs stuck in a modded server. REALLY A GOOD COMEBACK.  
are you soqreal cus if you are you suck at renegade n life

Yes, he is SoQReal...he's a sore loser and he needs to get laid.

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