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Subject: RENEGADE IS DEAD  
Posted by [iRANian](#) on Sun, 02 Oct 2011 20:31:39 GMT  
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Subject: Re: RENEGADE IS DEAD  
Posted by [Sir Kane](#) on Sun, 02 Oct 2011 20:39:59 GMT  
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FAKE PLAYERS!

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Subject: Re: RENEGADE IS DEAD  
Posted by [EaZiE](#) on Sun, 02 Oct 2011 21:32:39 GMT  
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Nice SFPS =D

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Subject: Re: RENEGADE IS DEAD  
Posted by [Caveman](#) on Sun, 02 Oct 2011 21:46:10 GMT  
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Yeah I didnt really enjoy playing at all :/

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Subject: Re: RENEGADE IS DEAD  
Posted by [Gohax](#) on Sun, 02 Oct 2011 22:18:16 GMT  
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Fun ass games. Had no lag with that many players as well.

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Subject: Re: RENEGADE IS DEAD  
Posted by [rnutk](#) on Mon, 03 Oct 2011 07:55:19 GMT  
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yes, we had 70 players in yesterday in St0rm.

Never saw so many players in a game in years.

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Subject: Re: RENEGADE IS DEAD

Posted by [JohnDoe](#) on Mon, 03 Oct 2011 08:45:22 GMT

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ren maps are too small for anything well over 20v20 imo...that's the perfect size.

---

Subject: Re: RENEGADE IS DEAD

Posted by [Creed3020](#) on Mon, 03 Oct 2011 16:05:04 GMT

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70 ppl on Canyon is retarded. 70 players on City Flying would be epic. I can't imagine the SFPS being playable though.

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Subject: Re: RENEGADE IS DEAD

Posted by [Aircraftkiller](#) on Mon, 03 Oct 2011 16:49:55 GMT

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JohnDoe wrote on Mon, 03 October 2011 04:45ren maps are too small for anything well over 20v20 imo...that's the perfect size.

It depends on which maps you're talking about. Stock ones are terrible beyond 24 or so. Fjords is meant for 60+.

There's a couple of people who whine about playing my level, but the majority of comments are overwhelmingly positive. You guys should play on St0rm with us, it's really a lot of fun with 4.0 and very few stock maps.

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Subject: Re: RENEGADE IS DEAD

Posted by [iRANian](#) on Mon, 03 Oct 2011 16:52:42 GMT

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He won't be able to use big head while spoofing Crimson's nick on a 4.0 server.

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Subject: Re: RENEGADE IS DEAD

Posted by [Aircraftkiller](#) on Mon, 03 Oct 2011 16:54:05 GMT

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Who, JohnDoe?

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Subject: Re: RENEGADE IS DEAD  
Posted by [shaitan](#) on Mon, 03 Oct 2011 17:19:39 GMT  
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The rate it's going you'll have your "70 players" all on one server...kind of like how APB is.  
Go Team!

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Subject: Re: RENEGADE IS DEAD  
Posted by [Aircraftkiller](#) on Mon, 03 Oct 2011 18:20:03 GMT  
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APB doesn't have anything close to 70 players. They have 2 to 8 on average.

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Subject: Re: RENEGADE IS DEAD  
Posted by [shaitan](#) on Mon, 03 Oct 2011 18:34:34 GMT  
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You miss the point as usual.

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Subject: Re: RENEGADE IS DEAD  
Posted by [Aircraftkiller](#) on Mon, 03 Oct 2011 18:51:05 GMT  
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I understand what you're trying to say, but it just sounds like sour grapes.

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Subject: Re: RENEGADE IS DEAD  
Posted by [shaitan](#) on Mon, 03 Oct 2011 22:21:22 GMT  
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You mistakenly assume I am referring to St0rm. I am referring to a playerbase reduced to one fucking server, just like APB. It's not exactly something to be thrilled about. "go team"

---

Subject: Re: RENEGADE IS DEAD  
Posted by [Aircraftkiller](#) on Mon, 03 Oct 2011 22:43:52 GMT  
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So innovate and compete with him, or be left in the dust. St0rm is the only server that's running 4.0, new maps, and bothers to listen to players to get things changed in a timely manner. Other servers haven't come close to this level of interactivity.

I love n00bsvr01 but I just can't play pre-4.0 anymore. It's too much fun to ignore.

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Subject: Re: RENEGADE IS DEAD  
Posted by [MUDKIPS](#) on Mon, 03 Oct 2011 23:35:06 GMT  
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n00bstories has jarhead against them anyway, which gives other servers a natural advantage

---

Subject: Re: RENEGADE IS DEAD  
Posted by [shaitan](#) on Mon, 03 Oct 2011 23:35:49 GMT  
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Aircraftkiller wrote on Mon, 03 October 2011 16:43So innovate and compete with him, or be left in the dust. St0rm is the only server that's running 4.0, new maps, and bothers to listen to players to get things changed in a timely manner. Other servers haven't come close to this level of interactivity.

I love n00bsvr01 but I just can't play pre-4.0 anymore. It's too much fun to ignore. ACK if I were next to you, I'd slap you in the back of the head. I'm talking about in general...celebrating 70 players is cool and all..except that's probably 1/3 of what's left of ren. Do you get it now?

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Subject: Re: RENEGADE IS DEAD  
Posted by [Gohax](#) on Tue, 04 Oct 2011 01:36:52 GMT  
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If I'm correct, n00bstories and Jelly were both pretty active at the time there were 70 players in the server.

Shai, there aren't many players left, anyway. Actively, around 200/300 tops. It doesn't really matter where they play, so as long as we keep somewhat of an active playerbase. If they all like to play in one server, so be it.

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Subject: Re: RENEGADE IS DEAD  
Posted by [R315r4z0r](#) on Tue, 04 Oct 2011 01:56:28 GMT  
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It only takes one server of people to have fun playing Renegade.

It isn't like you're playing on each and every server simultaneously. Therefore, it makes no difference if there is just one server full or ten servers full.

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Subject: Re: RENEGADE IS DEAD  
Posted by [Omar007](#) on Tue, 04 Oct 2011 07:14:29 GMT

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R315r4z0r wrote on Tue, 04 October 2011 03:56lt only takes one server of people to have fun playing Renegade.

It isn't like you're playing on each and every server simultaneously. Therefore, it makes no difference if there is just one server full or ten servers full.  
Well, 2 full servers would be nice (1 US and 1 EU )

Full - 1 that is, or I can't join

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Subject: Re: RENEGADE IS DEAD  
Posted by [Sean](#) on Tue, 04 Oct 2011 08:24:57 GMT  
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With that many players running 4.0. I'd call it a huge success tbh.

St0rm's done a excellent job by publicising it.

Who knows, maybe it wont have to be mandatory after all in the long run because 9/10 of the player base may end up running it.

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Subject: Re: RENEGADE IS DEAD  
Posted by [GEORGE ZIMMER](#) on Tue, 04 Oct 2011 08:27:01 GMT  
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It'd still be nice if EA gave a shoutout about it. Especially on, say, their facebook page or the official C&C website. That'd be cool, it might spark some interest in Renegade from people outside the existing community.

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Subject: Re: RENEGADE IS DEAD  
Posted by [iRANian](#) on Tue, 04 Oct 2011 11:34:36 GMT  
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It would be better if EA released the game as freeware. I'm actually amazed that there aren't tons of places hosted by the community itself where you can download the game, considering it's 9 and a half years old.

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Subject: Re: RENEGADE IS DEAD  
Posted by [GEORGE ZIMMER](#) on Tue, 04 Oct 2011 16:54:28 GMT  
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Freeware Ren would be pretty sweet, although with it would come a shitton of cheating dickwads.

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Subject: Re: RENEGADE IS DEAD

Posted by [iRANian](#) on Tue, 04 Oct 2011 17:11:57 GMT

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Not with 4.0 only servers.

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Subject: Re: RENEGADE IS DEAD

Posted by [liquidv2](#) on Tue, 04 Oct 2011 18:02:38 GMT

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have faith in 0x90

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Subject: Re: RENEGADE IS DEAD

Posted by [EvilWhiteDragon](#) on Tue, 04 Oct 2011 18:14:55 GMT

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liquidv2 wrote on Tue, 04 October 2011 20:02have faith in 0x90

Ok, I have to post this...

0x90 offered (out of the blue) to donate some for the domainnames of TT. Which is the only real costs TT currently has (as it piggybacks on some BI servers and some of Crimson I think)

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Subject: Re: RENEGADE IS DEAD

Posted by [Goztow](#) on Tue, 04 Oct 2011 18:52:07 GMT

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Sounds like he's up to smth...

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Subject: Re: RENEGADE IS DEAD

Posted by [liquidv2](#) on Tue, 04 Oct 2011 19:16:04 GMT

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he's filled it all with bombs

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Subject: Re: RENEGADE IS DEAD

Posted by [Starbuzz](#) on Tue, 04 Oct 2011 19:40:58 GMT

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He is probably trying to improve his image and become a bit more cozy/friendly so he can get closer to the code or glean info about it from some kind-hearted soul in TT that would eventually give in to the pressures of his compassion. And then R\*G\*H 4.0 inc. gg

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Subject: Re: RENEGADE IS DEAD  
Posted by [EaZiE](#) on Tue, 04 Oct 2011 21:38:49 GMT  
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I honestly don't see why he would waste his time updating his shit for ren.

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Subject: Re: RENEGADE IS DEAD  
Posted by [EvilWhiteDragon](#) on Tue, 04 Oct 2011 23:26:54 GMT  
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Starbuzz wrote on Tue, 04 October 2011 21:40He is probably trying to improve his image and become a bit more cozy/friendly so he can get closer to the code or glean info about it from some kind-hearted soul in TT that would eventually give in to the pressures of his compassion. And then R\*G\*H 4.0 inc. gg

Well, I'm pretty sure he doesn't need the source for that bth...

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Subject: Re: RENEGADE IS DEAD  
Posted by [Tunaman](#) on Wed, 05 Oct 2011 03:15:52 GMT  
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that's kind of amusing. go him.

and what's also amusing is that everyone thinks he's the devil of renegade..

---

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Subject: Re: RENEGADE IS DEAD  
Posted by [halo2pac](#) on Wed, 05 Oct 2011 03:35:15 GMT  
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Freeware would be the death of Renegade.

The way it is currently leaves a little structure. Although I still hate direct connectors. Your name should be you, and no one should be able to use it.

---

---

Subject: Re: RENEGADE IS DEAD  
Posted by [GEORGE ZIMMER](#) on Wed, 05 Oct 2011 06:14:04 GMT  
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---

halo2pac wrote on Tue, 04 October 2011 20:35Freeware would be the death of Renegade.

The way it is currently leaves a little structure. Although I still hate direct connectors. Your name should be you, and no one should be able to use it.

Yeah, it'd have to be significantly updated when it comes to handling nicknames and such. If only EA were handled by Valve, Renegade could be a free Steam game.

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Subject: Re: RENEGADE IS DEAD

Posted by [Goztow](#) on Wed, 05 Oct 2011 06:53:49 GMT

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Origin?

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Subject: Re: RENEGADE IS DEAD

Posted by [GEORGE ZIMMER](#) on Wed, 05 Oct 2011 07:55:22 GMT

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Goztow wrote on Tue, 04 October 2011 23:53Origin?

NO

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Subject: Re: RENEGADE IS DEAD

Posted by [iRANian](#) on Wed, 05 Oct 2011 08:40:02 GMT

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Tunaman wrote on Tue, 04 October 2011 20:15that's kind of amusing. go him.

and what's also amusing is that everyone thinks he's the devil of renegade..  
gotta give him bonus points for being german lol

---

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Subject: Re: RENEGADE IS DEAD

Posted by [ehhh](#) on Wed, 05 Oct 2011 10:49:00 GMT

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The only german I have ever found funny tbh

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Subject: Re: RENEGADE IS DEAD

Posted by [JohnDoe](#) on Wed, 05 Oct 2011 12:25:34 GMT

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iRANian wrote on Mon, 03 October 2011 09:52He won't be able to use big head while spoofing

---



Crimson's nick on a 4.0 server.

final ren, bighead isn't blatant enough.

that was some funny shit, tho. who told you that? you're some bad gamer that started annoying people on the clanwars forum long after i retired, not someone i should know, right?

i wish i still had the screenshots of me going "JUST TESTING FOR RENGUARD!" and people being like "well, ok crimson" until someone in irc uncovered my brilliant scheme.

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Subject: Re: RENEGADE IS DEAD

Posted by [Crimson](#) on Wed, 05 Oct 2011 13:28:38 GMT

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We don't need or want any of his money. I have enough for all the domains we could ever want.

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Subject: Re: RENEGADE IS DEAD

Posted by [iRANian](#) on Wed, 05 Oct 2011 16:01:36 GMT

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is it just really sad that this kid thinks hes good when hes blatantly cheating (and finds it funny) with finalren or just some form of german humour?

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Subject: Re: RENEGADE IS DEAD

Posted by [ehhh](#) on Wed, 05 Oct 2011 16:02:42 GMT

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iRANian wrote on Wed, 05 October 2011 17:01german humour?

wut

---

---

Subject: Re: RENEGADE IS DEAD

Posted by [iRANian](#) on Wed, 05 Oct 2011 16:05:04 GMT

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[http://en.wikipedia.org/wiki/German\\_humour](http://en.wikipedia.org/wiki/German_humour)

i.e. really shitty humor

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Subject: Re: RENEGADE IS DEAD

Posted by [Wyld1USA](#) on Thu, 06 Oct 2011 02:16:48 GMT

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They were awesome games and no lag at all. When I played on Jelly back in the day and we had the server up to 100 I had massive lag.

There was actually awesome team play. Canyon was a battle for a while with nod holding the middle, until one player sneaked in and took out HON. From there GDI pretty much owned them.

You all should come in and play.

Regards,

Wyld

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Subject: Re: RENEGADE IS DEAD

Posted by [halo2pac](#) on Thu, 06 Oct 2011 02:34:35 GMT

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I used to snipe against you all the time Wyld1USA, and you always would kick my ass lol.

---

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Subject: Re: RENEGADE IS DEAD

Posted by [Gohax](#) on Thu, 06 Oct 2011 13:14:59 GMT

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---

halo2pac wrote on Wed, 05 October 2011 19:34 I used to snipe against you all the time Wyld1USA, and you always would kick my ass lol.

Wait what. Wyld... sniping?? Unheard of.

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Subject: Re: RENEGADE IS DEAD

Posted by [sla.ro\(master\)](#) on Thu, 06 Oct 2011 18:05:51 GMT

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halo2pac wrote on Wed, 05 October 2011 06:35 Freeware would be the death of Renegade.

The way it is currently leaves a little structure. Although I still hate direct connectors. Your name should be you, and no one should be able to use it.

if ren will be free, will save it and have more players (not cheaters)

---

good example is Team Fortress 2, many players they have now because TF2 is free now.

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Subject: Re: RENEGADE IS DEAD

Posted by [NACHO-ARG](#) on Thu, 06 Oct 2011 20:04:50 GMT

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sla.ro(master) wrote on Thu, 06 October 2011 11:05halo2pac wrote on Wed, 05 October 2011 06:35Freeware would be the death of Renegade.

The way it is currently leaves a little structure. Although I still hate direct connectors. Your name should be you, and no one should be able to use it.

if ren will be free, will save it and have more players (not cheaters)

good example is Team Fortress 2, many players they have now because TF2 is free now.

agree

---

---

Subject: Re: RENEGADE IS DEAD

Posted by [ehhh](#) on Thu, 06 Oct 2011 20:07:05 GMT

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I think TF2 was popular anyway...

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Subject: Re: RENEGADE IS DEAD

Posted by [JohnDoe](#) on Fri, 07 Oct 2011 16:53:42 GMT

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iRANian wrote on Wed, 05 October 2011 09:01is it just really sad that this kid thinks hes good when hes blatantly cheating (and finds it funny) with finalren or just some form of german humour?

you're not going to get people to like you by trying to shit on me. that's a weak dickrider's move. you wouldn't know about this game's history anyway because you started playing in 2010 (which is sad in itself). people didn't want to be your friends when you posted on what was left of cw.cc and they don't even like you here. stop trying so hard to get people to like you and work on your shitty personality instead.

the TT team employs people that tried to covertly cheat. the owner of this website was engaged in ddos wars with other communities. me blatantly using final ren to fuck up 2 maps on the server of a "rival community" pales in comparison. not a mention us cool kids had a good laugh about it. me being one of the best clanwar players has nothing to do with using finalren on n00bstories and everyone affected already knows that. so what are you trying to accomplish? becoming even less likable? good job, you mutt.

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Subject: Re: RENEGADE IS DEAD  
Posted by [Aircraftkiller](#) on Fri, 07 Oct 2011 18:14:22 GMT  
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You do realize he's Ma1kel and has been playing longer than 2010, right?

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Subject: Re: RENEGADE IS DEAD  
Posted by [JohnDoe](#) on Fri, 07 Oct 2011 19:30:01 GMT  
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no, but ma1kel is a nobody. i remember seeing the name in pubs, but i don't associate anything with it. this tells me he obviously wasn't very good and definitely is in no position to talk shit about me.

only pub server community that had some good non-cw players back in the day was non00bs and he definitely wasn't part of that. there was some talent in the tunnelsniping servers, but he wasn't part of that group, either. my guess is he's some n00bstories mod, which would explain the bitchass way he carries himself.

what i do know is that he showed up on cw.cc long after competitive renegade had died and nobody could stand his act. shortly thereafter he made an account here and put his insufferable personality on display for a new audience.

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Subject: Re: RENEGADE IS DEAD  
Posted by [Jerad2142](#) on Fri, 07 Oct 2011 21:19:58 GMT  
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EvilWhiteDragon wrote on Tue, 04 October 2011 12:14liquidv2 wrote on Tue, 04 October 2011 20:02have faith in 0x90

Ok, I have to post this...

0x90 offered (out of the blue) to donate some for the domainnames of TT. Which is the only real costs TT currently has (as it piggybacks on some BI servers and some of Crimson I think) He probably feels bad about doing so much damage to one of the last truly non-console port pc games.

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