Subject: Community funwar: 12v12 - 28th April
Posted by Goztow on Mon, 01 Apr 2024 15:23:12 GMT

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This is long overdue :). Let's organize a community funwar! :nod: :gdi:

Game mode: classic AOW, so Renegade C&C mode without modifications
Max players: 12v12
Date: 28th of april
Time: 9 PM Euro time, check your time zone here: https://notime.zone/NuPAHIB4av1xC
Discord: you will need to join discord to play, if you don't have a microphone then this is not a problem but you need to at least listen in. We will use the Rencorner discord. Join it here: https://discord.gg/rencorner
Server: normally we'll be using the ReneWars server (to be confirmed)

Please sign up for this game in this topic or by sending me a PM on discord, as spots will be limited to max 24 players. People who signed up will get priority if we end up having too many players online. If there are less players online then we'll play a smaller game.

I'll try to make teams as even as possible.

Maps: this is the list I propose, but tell us if you do not like some of these maps!
- Islands
- Bio
- Field3_A
- Complex
- Mesa (optional)

Players:
Gozy
XD_ERROR_XD
Iranian
Hypnos
Starbuzz
NFhavoc
Veyrdite
Crushu06
Korbah
Vmann
DrDanthrax
Yosh56
SwqTragedy
Bubbax2

Subject: Re: Community funwar: 12v12 - 28th April
Posted by iRANian on Mon, 01 Apr 2024 16:57:07 GMT

I'm in

Subject: Re: Community funwar: 12v12 - 28th April
Posted by Starbuzz on Mon, 01 Apr 2024 21:27:23 GMT

Count me in! Thanks for putting this together!

Subject: Re: Community funwar: 12v12 - 28th April
Posted by SODPaddy on Tue, 02 Apr 2024 13:40:09 GMT

Im in too

Subject: Re: Community funwar: 12v12 - 28th April
Posted by NFHAVOC on Wed, 03 Apr 2024 17:06:38 GMT

me too i guess

Subject: Re: Community funwar: 12v12 - 28th April
Posted by Veyrdite on Fri, 05 Apr 2024 01:03:04 GMT

I'm in :) 5AM here in Sydney, that's doable.

Subject: Re: Community funwar: 12v12 - 28th April
Posted by SODPaddy on Mon, 22 Apr 2024 13:11:14 GMT

Unfortunately i'm not there, I forgot that I was coming back from weekend holiday that day

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Subject: Re: Community funwar: 12v12 - 28th April
Posted by vmann259 on Mon, 22 Apr 2024 19:17:01 GMT

I'm in!

Subject: Re: Community funwar: 12v12 - 28th April
Posted by Goztow on Wed, 24 Apr 2024 07:33:25 GMT
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Bump. You can still sign up!

We will be using the rencorner discord. Link is in the opening post. And we will be using the renewars server.

Subject: Re: Community funwar: 12v12 - 28th April
Posted by DrDanthrax99 on Wed, 24 Apr 2024 21:48:55 GMT
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Sees room in the list still

Subject: Re: Community funwar: 12v12 - 28th April
Posted by Veyrdite on Sun, 28 Apr 2024 11:09:13 GMT
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Someone please climb in my window and wake me up tomorrow morning :satisfied:

Subject: Re: Community funwar: 12v12 - 28th April
Posted by Goztow on Sun, 28 Apr 2024 18:49:27 GMT
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Server's name is Renewars commwar!

Subject: Re: Community funwar: 12v12 - 28th April
Posted by Goztow on Sun, 28 Apr 2024 20:56:48 GMT
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We had 6v6! Hurray :). I'm very happy on how this turned out, for a 1st time event. We played all maps at least once, we had 12 players and a couple spectating. We now know how to get in the server and discord :).

We ended up wins / losses 5v1 so maybe the teams weer not 100 % even but some maps were really close.

We will do it again! Thanks to all who played!

Subject: Re: Community funwar: 12v12 - 28th April
Posted by Tunaman on Sun, 28 Apr 2024 21:00:50 GMT
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Thanks so much for organizing this!! It was fun

Subject: Re: Community funwar: 12v12 - 28th April
Posted by Veyrdite on Sun, 28 Apr 2024 21:09:57 GMT
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Ditto, was a lot of fun :) Thankyou for organising.

It was unbalanced because I carried my team using my low-points power strats. Chat was very effective -- how did the other team do? Did spectators see anything interesting?

It would be nice if the minelimit was known, I think we lost a PP that I mined on Volcano (mlimit was 30?). Not sure, might have been vehs.

Infantry gunplay felt very different to Rencorner. Lag felt much lower despite me still being in Australia and having similar ping, perhaps the SFPS was better? Also I was able to go head-on-head as a soldier vs ramjet and actually do OK, instead of being instantly annihilated.

Subject: Re: Community funwar: 12v12 - 28th April
Posted by Goztow on Sun, 28 Apr 2024 21:28:16 GMT
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All was standard. So yes 30 mine limit. I realise some players never played standard renegade or it was a very long time ago so might be confusing.

Subject: Re: Community funwar: 12v12 - 28th April
Posted by Hypnos on Sun, 11 Aug 2024 14:36:15 GMT
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When is the next one?