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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.

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

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

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