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Subject: Re: Crimson, throw the towel in  
Posted by [Spoony](#) on Tue, 27 Jun 2006 20:40:43 GMT  
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trooprm02 wrote on Mon, 26 June 2006 08:49Wow, I can't believe someone said clanwars.cc could provide better support than xwis or bhs.....

Although I admit there not the 2 most active organization as they could be, BHS has done wayyyyy more for this community than clanwars.cc can even dream about accomplishing.

P.S If you haven't noticed, even in the name they are geared towards only to clans. There's more to ren than clans....

If you're going to reply to my posts, you could at least take the time to read them.

Nowhere did I say Clanwars.cc should run Renegade instead of BHS or XWIS. I also didn't say we've done more for the community in general. The only part we're interested in is its clan aspect, and this brings me to my point (which you completely misunderstood, so read it slowly and carefully this time):

Clanwars.cc is by far the most suitable party to run Renegade's CLAN LADDER. Not the primary WOL or what used to be WOL, not Renguard, not anything more than Renegade's clan ladder.

Get it now or are you still in your own alternate frame of logic?

Quote:I've seen Spoony make numerous topics about the league and almost all of them seem to have been ignored..

Quoted for truth, which if anything illustrates my point about how we seem to be the only ones who actually give enough of a damn to provide clan support to Renegade... you ask a question about the league to a Clanwars.cc admin, you usually get an answer the same day. Compare that to the nine months straight where clans have been ignored by everyone else other than Clanwars.cc. Proves my point better than I ever could.

Quote:Leagues in general are just lol to begin with, but leagues for a dead game that's extremely unbalanced, buggy, and not user-friendly is even more lol than that.

You were over the moon when we announced we also supported clan gaming for Red Alert: A Path Beyond... as for the top level of play, i.e. small clan games, the game is balanced (with the exception of maybe two maps which nobody even plays, for that exact reason) and the only noteworthy bug is bluescreening, which is no more problematic than it is in RA:APB.

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