Hello I'd like to inform the Community that we will be releasing "ThePeopleClan.net:Modded C&C4.0" server today. I am one of the founders of the people clan which is a primarily Call of Duty clan. I decided to jump right back into renegade and thought it would be cool to run a TP renegade server. Commands include Regenerations, armor refill/health refill, buy vehicle commands, ect, ect... Also when Renegade X comes out we will also be hosting a server for that.
Starting Credits:1500
DNA: enabled
Max Players:24
weapon drops: on
Vehicle wrecks: on
Scripts 3.4.4 and up required! http://www.tiberiantechnologies.org/downloads

Our renegade server IP is 64.31.40.254:4848

Feel free to join our IRC and Teamspeak3 servers irc.thepeopleclan.net:6697 channel #TP-C&C and ts.thepeopleclan.net!

Please register on our forums @ http://www.thepeopleclan.net

Thanks for checking us out lets play some Renegade together!

Rules list:
Toggle Spoiler
1. No cheats/hacks/exploits.
Pretty self explainitory. No cheating, hacking, or abuse of glitches or exploits.

2. No base building.
This means that you cannot build a defense building (!t for example)
inside the enemy base, or any place that it can shoot into the enemy base.

3. No roof beacons on non-flying maps.
This means using !fly, an Apache or Orca to get onto the roof of a building
on a map where it is physically impossible to get up there without such vehicles, and planting a
beacon. If this is found your beacon will be disarmed and you will be q-kicked.

4. Be respectful to all players.
We allow trolling, it's fun. But when it gets taken out of hand
we will take measures to stop it.

5. No flying over or under the map.
This refers to using !fly, an Apache or Orca to fly over
or under the map. If this is found your vehicle will be destroyed, and you will not get a refund if it

bankrupted you either.

6. No team hampering.
This is actively trying to impede your team from winning the game.
("Aiding the enemy") so to speak. This includes but is not limited to:
-Repairing enemy vehicles/buildings
-Blocking your own team's vehicles
-Stealing a teammate's vehicle
-Beacon spamming
-Any behavior judged by our staff to be impeding your team.

7. No tunnel beacons.
This refers to planting a beacon in a tunnel
when it has the capability of destroying a building.

8. No !commands or Tiberium refilling in battle.
This is using !hrefill, Shooting yourself with a Tiberium rifle or standing in a Tiberium field while
battling someone else. (Obviously you would need a tiberium-based character to use tiberium to
refill.)

Things you are specifically allowed to do

1. Wall jumping.
Any type, any time.

2. Hillcamping.
This is sitting on the hill on Hourglass with an arty or MRLS
and shooting into the enemy base.

3. Spawnkilling.
This refers to killing someone immediately after they respawn.

4. Refilling at a Purchase Terminal while in battle.
Again self explanitory.

5. Planting fake beacons.
This refers to planting a beacon in your own base
or somewhere it will do absolutely no damage.
Are useful in distracting enemy engineers as they frantically search their buildings for a beacon.

Commands:
Toggle Spoiler
----Full Commands List----
--modification info:
!commands
!ruleslist - MUST READ
!buy - Characters

!veh
!weapons
!build
!health
!armor
!regen
!casino
!cpu - Reinforcement bots
!info

-Info:
!teamspeak
!irc
!server
!website

-Rules:
rule1
rule2
rule3
rule4
rule5
rule6
rule7
rule8

--CPU:
-Nod:
!cpu sniper (400Credits)
!cpu sakura (900Credits)
!cpu mendoza (900Credits)
!cpu light (550Credits)
!cpu arty (350Credits)

-GDI:
!cpu logan (400Credits)
!cpu havoc (900Credits)
!cpu mobius (900Credits)
!cpu med (750Credits)
!cpu mammy (1000Credits)

-General:
!cpu friedchicken (200Credits)

--Casino:
!bet 50
!bet 100
!bet 200

--Refills
-health:
!h25 (50Credits)
!h50 (100Credits)
!h75 (150Credits)
!h100 (200Credits)
!h500 (400Credits)
!hrefill (500Credits)

-Armor:
!a25 (50Credits)
!a50 (100Credits)
!a75 (150Credits)
!a100 (200Credits)
!a500 (400Credits)
!arefill (500Credits)

-full Refill
!refill(850Credits)

--Regen:
!rv (650Credits) - Vehicle Regen
!rc (500Credits) - Character Regen
!mrv (6000Credits) - Ten Vehicle Regens
!mrc (5000credits) - Ten Character Regens

--weapons:
!ramjet (500Credits)
!shotgun (25Credits)
!repairgun (25Credits)
!flamethrower (25Credits)
!grenade (25Credits)
!chaingun (50Credits)
!chem (50Credits)
!tib (50Credits)
!laserchaingun (250Credits)
!laser (200Credits)
!flech (250Credits)
!ion (500Credits)
!rail (500Credits)
!volt (500Credits)
!sniper (250Credits)
!timed (450Credits)
!remote (300Credits)
!proxy (250Credits)
!rocket (250Credits)

--Stuck?:
!unstuck
!stuck
!killme
!km

--Characters:
!drdanthrax99 (7000Credits)
!friedchicken (4000Credits)
!petrova (3750Credits)
!brandon (1200Credits)
!psykodad9 (7750Credits)
!jma14 (1200Credits)
!iknife (1200Credits)
!drkpie (1200Credits)
!himselfXD (4250Credits)
!pandabear (1750Credits)
!arif (1200Credits)
!virus (1200Credits)

-PowerUps:
!stealthsuit/!ss (650Credits)
!fly (3000Credits)

--Build Commands:
-GDI:
!gcg (300Credits) - Ceiling Gun
!agt (8000Credits)
!superagt (25000Credits)

-NOD:
!ncg (300Credits) - Ceiling Gun
!nodlaser (450Credits)
!obelisk (8500Credits)
!superobby (25000Credits)

-Both Teams:
!t (600Credits) - Turret
!sam (500Credits) - Samsite
!g (550Credits) - Guard Tower
!tg (300Credits) - Tail Gun
!missiletower/!mt (1100Credits)

-Neutral:
!ramp (150Credits)
!wall (150Credits)

--Vehicles:

-Defualt:
!gdiapc (550Credits)
!nodapc (550Credits)
!gditransport (750Credits)
!nodtransport (750Credits)
!hummer (400Credits)
!buggy (350Credits)
!light (650Credits)
!med (850Credits)
!mrls (500Credits)
!arty (500Credits)
!stank (950Credits)
!flamer (850Credits)
!mammy (1550Credits)
!apache (950Credits)
!orca (950Credits)
!recon (350Credits)
!demo (450Credits)
!truck (150Credits)
!car (150Credits)

-Modified:
!gdilight (650Credits)
!gdiheavy (1100Credits)
!nodmed (850Credits)
!nodheavy (1100Credits)
!asualtstank (1100credits)

--Level one Brenbot Commands:
!msg <message> - Sends a message from IRC to ingame.
!rank <player> - Alone shows your own rank. With a nickname after it, shows the rank of that player.
!rankstats <player> - Alone shows detailed statistics about your rank. With a nickname after it, shows the stats of that player.
!donate - Give the specified teammate a specific amount of money.
!nextmap - Shows the next map in the rotation.
!pl - Lists all ingame players.
!gi - Shows detailed game information.
!setjoin - Sets a custom message to announce your entry into the game.
!viewjoin - View your current !setjoin message.
!rotation - Displays the map rotation.
!version - Displays the version of BRenBot running on the server.
!uptime - Shows how long BRenBot has been running.
!modlist - Lists all server staff.
!showmods - Shows all staff currently ingame.
!help - Displays all available commands.
!buildings - Displays the status of all buildings.
!vehicles - Displays the status of all vehicles currently on the map.

!statsme - Displays your own ingame statistics.
!minelimit <number> - Displays the current minelimit. Full moderators can specifiy a number to change the minelimit.
!vehiclelimit <number> - Displays the vehicle limit. Full mods can specify a number to change the vehicle limit.
!vote map <mapname> OR !vote cyclemap - Initiates a vote.
!rec <player> <reason> - Recommends a player for whatever reason.
!noob <player> <reason> - Marks the player a noob for acting stupid.
!recs - Shows your current recommendations stats.
!teamplayers - Shows all player's recommendation count.
!shownoobs - Shows the !noob count of all players.