You need to setup an mirc bot to do it, at least thats how we used
to do it back in the day WOL was still WOL and not XWIS..
Put this in remotes (ALT+R in mirc) for example and place this
dll in your mirc folder:
http://www.game-maps.net/index.php?action=file&id=683

alias FDS {
  dll mIRC_Ren.dll FDS_Send 127.0.0.01 5050 password %msg
}

on *:text:*:#ChannelName: {
if ($nick == BRenBotName) {
  if ($2 == gotya) FDS snda mx0_nodsniper_alt07.wav
  if ($2 == chicky) FDS snda m00achk_kill0001i1gbmg_snd.wav
  if ($2 == skill) FDS snda mxxdsgn_dsgn014i1gbmg_snd.wav
  if ($2 == snipe) FDS snda mx0_nodsniper_alt01.wav
  if ($2 == killem) FDS snda mx1dsgn_dsgn0018i1dsgn_snd.wav
  if ($2 == guns) FDS snda mxxdsgn_dsgn005i1gbmg_snd.wav
  if ($2 == smile) FDS snda mxxdsgn_dsgn004i1gbmg_snd.wav
  if ($2 == toy) FDS snda mtudsgn_dsgn0289i1gbmg_snd.wav
  if ($2 == hehe) FDS snda mtudsgn_dsgn0377a1gbmg_snd.wav
  if ($2 == jerks) FDS snda m11dsgn_dsgn0104r1gbmg_snd.wav
  if ($2 == kills) FDS snda m00avis_kick0030i1moac_snd.wav
  if ($2 == ^^) FDS snda m00avis_kifi0021i1ccsf_snd.wav
  if ($2 == waiting) FDS snda m11dsgn_dsgn0069i1mbpt_snd.wav
  if ($2 == haveya) FDS snda m11dsgn_dsgn0073i1mbpt_snd.wav
  if ($2 == tt) FDS snda m00mstm_kill0013i1gbrs_snd.wav
  if ($2 == bwahaha) FDS snda m00asqr_kill0019i1mbrs_snd.wav
  if ($2 == death) FDS snda m00avis_kick0030i1moac_snd.wav
  if (n00b isin $2-) FDS snda m00asqr_kill0018i1mbpt_snd.wav
  if ($2 == coffee) FDS snda m00gnod_gcon0041i3nbmg_snd.wav
  if ($2 == squirrel) FDS snda m00asqr_kill0034i1gbmg_snd.wav
  if ($2 == sit) FDS snda m00bnsn_kill0053i1gbmg_snd.wav
  if ($2 == ask) FDS snda m00ccck_kitb0029i1gbmg_snd.wav
  if ($2 == die) FDS snda m00decx_004in_nsrs_snd.wav
  if ($2 == fun) FDS snda m00gbmg_sfcx0001i1gbmg_snd.wav
  if ($2 == hunt) FDS snda m00gbmg_sfsx0001i1gbmg_snd.wav
  if ($2 == medic) FDS snda m00ffire_003in_gemg_snd.wav
  if ($2 == run) FDS snda m00decx_010in_nbft_snd.wav
  if ($2 == daddy) FDS snda mtudsgn_dsgn0320a1gbmg_snd.wav
  if ($2 == shoot) FDS snda mxxdsgn_dsgn029i1gbmg_snd.wav
  if ($2 == haha) FDS snda laugh1.wav

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  if ($2 == left) fm3 snda lefty1.wav
  if ($8-9 == Tiberium field.) FDS snda m00gbrs_dfax0001i1gbrs_snd.wav
  if ($4-5 == been killed.) FDS snda m00kimd_004in_nors_snd.wav
  if ($2 == buuurn) FDS snda m00decx_007in_neft_snd.wav
  if ($2 == stfu) FDS snda mxxdsgn_dsgn010i1gbmg_snd.wav
  if ($2 == burn) FDS snda m00decx_009in_neft_snd.wav
  if ($2 == boink) FDS snda m00bnss_kill0053i1gbmg_snd.wav
  if ($2 == more?) FDS snda m00ccck_kitb0029i1gbmg_snd.wav
  if ($2 == nonono) FDS snda m00gbrs_stoc0001i1gbrs_snd.wav
  if ($2 == noes) FDS snda m00gcc3_sftd0001i1gcc3_snd.wav
  if ($2 == udie) FDS snda m00gcf1_decx0001i1gcf1_snd.wav
  if ($2 == boo) FDS snda m00kimd_001in_neft_snd.wav
  if ($2-3 == i smell) FDS snda m00avis_kifi0020i1nctk_snd.wav
  if ($2 == moo) FDS snda amb_cow1.wav
  if ($2-3 == killed himself.) FDS snda m00gbrs_dfax0001i1gbrs_snd.wav
  if ($2 == cya) FDS snda m00bnol_kill0054i1gbmg_snd.wav
  if ($2 == help) FDS snda m00gbrs_hftd0001i1gbrs_snd.wav
  if ($2 == gg) FDS snda m00bncy_kill0054i1gbmg_snd.wav
  if ($2 == lucky) FDS snda m00gnod_kill0037r1nbft_snd.wav
  if ($2 == urdead) FDS snda l02b_02_hav02.wav
  if ($2 == finally) FDS snda m00gsmg_atoc0001i1gsmg_snd.wav
  if ($2 == strike) FDS snda m00gsrs_kill0029i1nbft_snd.wav
  if ($2 == wasted) FDS snda m00gsrs_kiov0016i1nbft_snd.wav
  if ($2 == present) FDS snda bombit1.wav
  if ($2 == pray) FDS snda m11dsgn_dsgn0073i1mbpt_snd.wav
  if ($2 == amateur) FDS snda m00bntu_kill0040i1gcm1_snd.wav
  if ($2 == eye) FDS snda m03dsgn_dsgn0005r1gbmg_snd.wav
}
}
```

This should do the trick, you can use the FDS alias to do
whatever valid FDS command is possible...

Obviously you have to change "5050" and "password" to whatever
you set it to in server.ini