
Subject: The War Angels Renegade Tournament
Posted by [c4girl14](#) on Fri, 04 Jun 2004 07:54:18 GMT
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If the tournament is going to be who has the most points after all games are played it will become a pointwhore tournament.

You guys should simply change it so that every team plays every other team 3 times each and in the end whoever has the most wins out of all the games wins.

(it wont let me post on the war angle forum for some reason...)

the system we going to have for the aow is this

quoted TwA_Katie
Renegade Tourtament Point's System All Out War.

Destroyed Buildings - 5pts
Player Kills - 1pts
Destroyed Tanks - 2pts

Extra's(at the end of the round)

Mvp's - 1pts
MostKills - 1pts

Note: This is how we grade the player's and the one wiht most points wins.
Any questions, Feel Free too ask Charm or TwA_Katie(me)

Nah i just dont think that sounds good. If you do it like that then we would have to take a ss after every tank killed.

Thanks too Vlok's(black-cell.net) Public Realeased Scripts for the FDS will be aple too tell us alot more what's going on in the game.

Quote:

- Ability to report when a building is under attack and when a building is destroyed, including the name of the player who is the damager/killer.
- Character purchase and player kill message outputs.
- Vehicle creation/killed message outputs.
- Vehicle damage and destruction animations.
- Random flowing weather function for all hosted maps.<this will be off
- Main weapon dropping from fallen soldiers. <this will be off
- Auto AFK/Idle, Obelisk glitching, and B2B (currently only for C&C_Islands.mix) kicking, each can

be turned on/off. this will be off

- Beacon logging.
 - Ability to reroute all logging to any root text file, such as renlog2_date.txt
 - Data written to output log files allow server side bots to have even more data to play with.
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