Subject: New year's community war 4th of Jan
Posted by Goztow on Sat, 28 Dec 2024 15:43:08 GMT
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A new year calls for a new community funwar! :nod: :gdi:

Game mode: classic AOW, so Renegade C&C mode without modifications
Max players: 12v12
Date: Saturday 4th January
Time: 9 PM Euro time, check your time zone here: https://notime.zone/OFCudUqOHsyo7
Discord: you will need to join discord to play, if you don't have a microphone then this is not a problem but you need to at least listen in. We will use the Rencorner discord. Join it here: https://discord.gg/rencorner
Server: we'll be using the ReneWars server

Please sign up for this game in this topic or by sending me a PM on discord, as spots will be limited to max 24 players. People who signed up will get priority if we end up having too many players online. If there are less players online then we'll play a smaller game.

I'll try to make teams as even as possible.

Maps: this is the list I propose, but tell us if you do not like some of these maps!
- Complex_HD
- Glacier_Flying_HD
- Snow
- Islands
- walls_flying_HD
- DethRiver_HD
- Volcano
- Field_HD
- uphill
- bio
- land hd
- Mesa

Players:
Gozy
SODpaddy
Hypnos
C4miner
Nightma12
XSh20
Error
WNxHeadsh00t
P4L-DK
Modestrobert
GFknuddel

NFhavoc

File Attachments

1) rf commwar.png, downloaded 1433 times

Renegade community war 4th of

Subject: Re: New year's community war 4th of Jan
Posted by C4miner on Sun, 29 Dec 2024 13:56:07 GMT
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I'll join

Subject: Re: New year's community war 4th of Jan
Posted by Nightma12 on Sun, 29 Dec 2024 20:58:55 GMT
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Me too! :gdi: :nod: :rockedover:

Subject: Re: New year's community war 4th of Jan
Posted by XD_ERROR_XD on Thu, 02 Jan 2025 09:54:23 GMT
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I'll be there! but can we add more maps to the server for this time around? The rotation was quite small last time and some were complaining that all the maps were exclusively HD. Uphill, Bio, Tomb, maybe even Siege? etc.

Subject: Re: New year's community war 4th of Jan
Posted by Goztow on Thu, 02 Jan 2025 11:49:54 GMT
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Added more maps!

Subject: Re: New year's community war 4th of Jan
Posted by WNxH3adSh00t on Thu, 02 Jan 2025 18:21:15 GMT
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I'll play

Subject: Re: New year's community war 4th of Jan
Posted by P4L-DK on Thu, 02 Jan 2025 18:55:29 GMT
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count me in, i'll try my best to be there :biggrin:

Subject: Re: New year's community war 4th of Jan

Posted by Nightma12 on Thu, 02 Jan 2025 21:24:28 GMT
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How do the HD maps differ from the stock Ren versions?

Subject: Re: New year's community war 4th of Jan
Posted by WNxH3adSh00t on Thu, 02 Jan 2025 21:38:02 GMT
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They're pretty much the same with some minor changes.

https://youtu.be/TsaD_kqTzPo?t=3875

https://youtu.be/TsaD_kqTzPo?t=14292

Subject: Re: New year's community war 4th of Jan
Posted by mdogg1108 on Sat, 04 Jan 2025 17:44:45 GMT
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COMMUNITY WAR BABY

Subject: Re: New year's community war 4th of Jan
Posted by Goztow on Sat, 04 Jan 2025 23:06:08 GMT
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We had games between 7v7 and 9v9 and we played for 3 hours. Our biggest turnup so far! The games were very good and even :). I really enjoyed them. Thanks to all for joining and I hope to see you again at the next event!

Subject: Re: New year's community war 4th of Jan
Posted by OSTKD4rKz on Sun, 05 Jan 2025 00:18:06 GMT
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It was amazing and I enjoyed very map to its fullest.
Thank you for organising it and I hope to play more in the future.
They were super-balanced and each team could have won either way on almost every map.

I actually felt proud to work with a team that was committed to teamwork and supporting each other.

There was zero drama and a very chill atmosphere.

Subject: Re: New year's community war 4th of Jan
Posted by Goztow on Sun, 05 Jan 2025 11:00:32 GMT
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Yesterday we played Walls Flying HD, Deth River HD, Volcano, Field HD, Uphill, Bio, Land HD. Took us 3 hours. Field HD, Uphill and Deth river HD went to the end of the 30 mins time limit, the others ended with base destruction. We played most games between 7v7 and 9v9

Here are my battle reports, do not hesitate to complete or correct them if I mixed some things up.

Walls Flying Battle Report - GDI Side
The battle for the harvesters took an unexpected turn when Nod successfully destroyed the GDI harvester while narrowly saving their own. This early victory gave Nod a financial upper hand. Capitalizing on their advantage, Nod launched an artillery assault, targeting the GDI refinery. The refinery was heavily damaged but was saved by the quick actions of two hotwires and an engineer. Despite being low on funds, GDI managed to deploy an early APC and MRLS for defense. Interestingly, the repair efforts on the refinery stabilized the money flow, allowing GDI to bolster their vehicle fleet. If Nod had committed fully to the artillery push, GDI might have been overwhelmed.

GDI organized a defense around MRLS with repairs, a fast Havoc, an Orca, and two medium tanks, while Nod fielded light tanks, a helicopter, and Sakura, later supplemented by stealth tanks. A Nod technician attempted a sneak attack but was unsuccessful. Intense tank battles ensued, with both teams vying for field control. Nod displayed creativity, but GDI's organization gave them an edge.

GDI eventually added a second Orca, while Nod opted for two Sakuras. GDI's additional medium tanks helped them maintain field dominance, surrounding Nod's entrance and camping an MRLS at the Hand of Nod. Sensing an opportunity, GDI pressured the Nod airstrip, which was eventually destroyed, sealing Nod's fate. Despite Nod's final efforts, GDI's combination of mammoth tanks and ion cannon beacons clinched the victory.

This opening game was a close contest, with Nod dominating early on but GDI gaining the upper hand through strategic armor deployment.

Death River Battle Report - GDI Side
The match began with an 8v8 setup and a slow start with little action. GDI deployed MRLS with hotwire support through the tunnels toward the refinery side, while Nod concentrated artillery in the field. GDI's strategy revolved around medium tanks, MRLS, and a Havoc, whereas Nod equipped themselves with artillery, technicians, and stealth tanks.

Nod maintained field control for most of the game, with GDI managing to breach Nod's field entrance only once. The tunnel area saw back-and-forth skirmishes. The turning point came when Nod deployed a nuclear strike beacon, destroying the GDI refinery. Amid the ensuing chaos, Nod rushed in with APCs and tanks. Two technicians infiltrated the GDI war factory and planted

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explosives. Although GDI's hotwires managed to defuse three timed C4s, the fourth exploded, destroying the war factory.

However, GDI had been quietly preparing a counterattack, and two hotwires successfully sabotaged and destroyed both the Nod refinery and the Hand of Nod. With ten minutes remaining, the game became a standoff between GDI's barracks, silo, and AGT versus Nod's airstrip, silo, and obelisk. Despite a points lead, Nod aggressively pursued GDI. GDI's defense, led by PICs, a remaining medium tank, and repairs, gradually closed the points gap. In the final moments, a GDI PIC rush destroyed the Nod repair pad, but Nod's counterattack on the AGT kept the points difference tight.

The game ended with Nod narrowly winning by points, after a fiercely contested battle that could have swung either way.

Volcano - GDI Side
This was a brief match where GDI attempted to control the tunnels and target the harvester but lacked coordination. Nod destroyed the GDI refinery early, effectively ending GDI's chances. Despite some harassment from GDI's humvee, Nod's artillery and flame tanks overran the base, securing a swift victory.

Field HD - Nod Side
Field HD was the most epic battle of the evening, featuring an intense 9v9 matchup. GDI gained the early advantage by destroying Nod's harvester and saving their own, rolling out MRLS soon after. However, Nod stabilized by protecting their second harvester and deploying artillery and light tanks.

Snipers played a crucial role in field control, with neither team securing a definitive hold. GDI maintained control for extended periods but failed to camp Nod's buildings effectively. Nod's strategic mix of artillery, light tanks, and a Sakura, with repairs, kept the fight balanced. As the game progressed, Nod gained control of the field, camping the GDI war factory intermittently.

In the final minutes, the points gap narrowed dramatically. Nod deployed a chem warrior to rack up points, and in the last seconds, Nod seized the points lead for a hard-fought victory. This nail-biting match exemplified the high-stakes excitement of Renegade.

Uphill - Partial Game as Nod
Uphill was a chaotic game with GDI initially taking field control and establishing a points lead. Nod, controlling the tunnels, managed to sneak stealth tanks into GDI's base, causing panic. Despite GDI's defensive efforts, they gradually lost their buildings, leaving only the power plant. Nod, having lost their refinery, struggled financially and failed to destroy GDI's power plant before time expired.

GDI's defensive perseverance paid off, winning on points after a relentless and strategic battle.

Subject: Re: New year's community war 4th of Jan
Posted by ehhh on Wed, 08 Jan 2025 19:58:46 GMT

very cool