in probably less then a month I will get a dedicatedserver on which I'm going to run a couple of renegade servers and a webhost. If you need hosting, you can get it with me. And as soon as you got a stable release I will host a server for it too.

I already though about making a renegade mod for UT2007 and my guess is that it shouldn't be to hard, it's just the scripts that has to be build that will be the most difficult. And you could think about porting the maps from always.dds, so that ppl that want to play the mod will need the original renegade , and that you will have original skins and maps too. That would also save loads of time I think, presuming you can convert the maps.