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Theatrrap wrote on Fri, 11 November 2005 00:55Obviously "we" are not that good, or rather, cannot even be judged. We are currently just me. I am good at the game however. The thing that really seems to be lacking in all renegade games is team coherence and strategy. Even clans cannot seem to set up a good hieratchy. While each player is good, the team as a whole is not always. My plan was to get people to work together, cooperate, and see the big picture. Also, I wanted to use some military tactics (the ones that would work in this game, not all of them obviously). Since you all scoff and dont seem to care however, I will make a clan in another game, hope you wont miss my military strategy and combat, both real and in game, experience. Later Noobs.

You're three years too late to starting a new clan.

Not to mention it's been done before. If you played when RED was here or knew anything about them; you'd see that it doesn't work out so well