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Subject: Re: Welcome and Mid-East Conflicts are recruiting!

Posted by [JeepRubi](#) on Thu, 13 Sep 2007 23:24:16 GMT

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I wouldn't start a mod for a game that is well over 5 years old. Also, don't start a mod with little or no modding experience, a [mod] leader shouldn't just sit there and tell people what to do, they should be able to do something. You can't expect people to devote their free time to a mod they, as of now, know very little about, with a leader who from what I see can do nothing but ask for help with limited grammar and spelling.

Believe me on this one, I speak from experience, every n00b wants to start their own mod but no one will join you unless you know them well or you can show that you are able to do something yourself, if you are really passionate about this, I would wait a few years, develop a skill, (texturing is a good one that every mod team seems to need) join a progressing mod team, then when you have mastered at least one skill, chose a game carefully and you can even recruit the people you worked with on previous mods. I've attempted to start mods in the past, when I was a modding n00b, and do I have a renegade mod led by me to brag about? (answer is no)

Anyway, It's your choice if you want to waste your time or get on with your modding career if that's what you are wanting to do.

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