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Subject: Re: Clan roll call (for Wiki)

Posted by [TNaismith](#) on Fri, 25 Jun 2010 10:05:37 GMT

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Co-op may not be as popular as AOW or Marathon, but we have our own regular base of members (8-10) and each one has logged on regularly each week up to this day. Just because the co-op gamemode isn't 'popular' doesn't mean our clan doesn't deserve to be represented. I understand there are other competitive clans on the wiki page that no longer are active, and need to be removed, but I will not allow the coop clan I'm apart of to be called 'unworthy' of being on the Renegade Clans wiki page. We work hard and put many hours each month into playing on the server and enjoying a game mode we really love. Ask anyone from the Exodus-Gaming community. We have an established presence and working relationship.

We have our own forums (Weiner, I'm not sure if talking to troopr02 or me here. I didn't mention anything about cw.cc clans) and website, we have a working structure and leadership, and we have a regular coop server under our clan's influence.

If the wiki page is restored to an older version, I will still be working hard to add in clans that prove to be an active group of people (Weiner's post is a good outline) with common interests and somewhat moderate level of organization. The coop clan I am apart of, [MC], matches these qualifications and I see no reason to not add it, or any others like it, to the wiki page 'Renegade Clans' page.

If people want to see some older clans removed because you remember seeing them active five years ago, but know for a fact they are dead/inactive now, then make a post pointing out the clan and asking it to be removed. You give a solid reason/evidence/proof that the clan is indeed inactive/dead now, and we will remove it. We (or myself at least) will be more than happy to make those changes and keep the list one step closer to being updated.

If we find good evidence that the clan is active, has at least over 5-10+ players, and shows signs of some basic organization, structure and leadership, then they will stay. Regardless of whether they are 'competitive' or not.

Goztow has the full ability to revoke me on this, but I haven't heard any rules yet saying only 'competitive' clans are allowed on that list. Until then I will continue to add clans to the list as appropriate -- no matter if they are competitive or coop, or anything else.

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