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Subject: Re: My Opinions on Clans(Warning: Anti-Clan Rant Ahead)

Posted by [Nukelt15](#) on Tue, 17 Jan 2006 00:48:16 GMT

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I agree with most of that, I think. Most folks make clans and turn the game into a competition that they just HAVE to be the very very best at...and forget how to have fun in the process. It turns into a crazy imitation of actual warfare, to the such an extent that some people will hack rival clans' webpages just to hinder the opposition. Those would be the same people who find the one really, truly overpowered weapon/vehicle/tactic in the game and exploit the bloody hell out of it until the game is ruined for everyone else.

For instance, today I ran across a BF2 server where very nearly every member of the clan running the server was n00b-tubing (that is, using the grenade launcher at close range while jumping so as to exploit the bug which makes people invincible while jumping) or using some other variation on the jump-exploit. While I've seen more than plenty independents doing crap like that, it gets BAD when it gets organized. The problem is that the clans that do crap like that practically have it written into their rules; it amounts to organized cheating (which, by the way, SUCKS BALLS).

Elitists I couldn't care less about, unless they're RUNNING the server I'm playing in. In that case, they tend to shut down the game whenever they start losing (another really, really underhanded way to jack up your score; lots of wins and no losses). However, since I'm not interested in elitist clans, they aren't my problem. I know exactly how good I am and with what; who I associate with doesn't define my status in the game. I'm happy with that, and I'm happy with the fact that there are lots of people who are better at any particular game than I will ever be. Every time I hear someone comment on how badly they could kick my ass, my usual response is to try to kick theirs and see what happens.

Honestly, if someone had come up to me four years ago and asked if I'd ever consider joining a clan, my answer would have been an emphatic NO for exactly the reasons you stated. I can remember saying several times to several people that I thought clans were ridiculous, and that I wouldn't be caught dead in one. However, when I found a game (Starsiege) where I started playing with the same group of people on a regular basis...well, when a few of the friends I made invited me to join a squad they had formed, I said yes. I'm glad I did, too, and I wouldn't go back-then again, I found one of the small number of generally exceptional clans, not one of the large number of generally retarded and obnoxious ones. There ARE good clans out there, and it really is a blast to have a group of friends that you can count on to back you up in a game. Much more fun than lone-wolfing around a map all game waiting for some ally to wander by and support you (then watch them make off with your ride instead).

I can't even remember the last time my group got in a serious fight with another clan...as a matter of principle, we don't bother. It only turns a friendly game into a bloodthirsty competition. Hell, for the longest time in BF1942, we'd just set up a server, lock it, and blow the crap out of each other for a few hours (what most clans call "practice") just for the hell of it. It's fun to do that. It's more fun to play against friends than strangers, I say- then you can laugh about getting blasted to pieces instead of getting all frustrated (and, knowing who you're fighting, you can be secure in the knowledge that they aren't cheating, which makes it more fun).

The best advice, IMHO, if you can't find a good clan in the game you're playing- find a group of

people who share your views and stick around them. Basically, if you can't FIND a good clan, MAKE one. There are plenty of people out there who'd love to join one just to have fun, but don't because they can't find a clan interested in doing that.

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