I think clans are a good aspect in gaming...

There are a lot of really cocky clans out there, I understand that, but when you look more deeply into the issue, Clans actually help keeping games alive.

Firstly, Clans contribute to making large Public servers in this game. UNRULES, [NE] Public Warzone, -BiO-Logical Warfare, for example are popular servers, and are hosted by clans. Many clans have their own servers because a group of people can contribute money to making one. Without clan-hosted Public Servers, there wouldn't be enough servers to hold a lot of people.

Secondly, Clans contribute to public gaming because they make people better. On average, someone who has been in a clan is better than someone who hasn't. This is simply because in a group experience, you learn many different tips and strategies from other people, as well as going to types of trainings and gatherings. Also, when battling in a funwar, you work extensively with your team in order to win.

Thirdly, Clans contribute in making the game last longer. If people are in a good clan with good buddies, they are more likely to play the game for a longer period of time in order to stay with the same people, routines, etc. Without clans, most people would become too independant, and get tired of the game quicker.

Fourthly, Clans contribute by making the game more competitives. Not only do extreme clan wars full of great teamplayers go on every single day, but clan members and leaders can also contribute to leading a team in a public game. After all, Renegade is all about teamplay. Without it, you cannot win the game.

The main reason I'm in a clan is because I want to have fun with some good buddies, rather than "having fun" by myself. It's a lot more fun if you know the people you're playing with.