

PLATOON REPORT

— LATEST CLAN NEWS AND LEAGUE ACTION UPDATES —

Celebrating 10 Years of Clan Life

Jan. 2017

2016 Year In Review

by: IcePack

So much has happened in our last trip around the sun! 2016 saw plenty of action. We saw Claniversity implemented, in an attempt to assist building foundational players and slowly building potential future clan members.

Unfortunately, we also have to say goodbye to one of our newest volunteers, the ever helpful Mudpuppy. Instrumental in our efforts to start the Claniversity, Mudpuppy will depart the team to focus on RL and we wish him the best. We should be announcing a replacement Clan Director shortly. We also saw numerous clans depart as the Clan World "right-sized" itself. KRB, VVV, TPD, ACE, and G1 all went inactive, while we saw MMM/RGX, SOH/UM8, and SC/FISO merge together.



2016 Year In Review Continued

2016 wasn't all bad, we held the new POLY event that is currently finishing the semi-finals. We also saw the introduction of the Mini-Cup, which completed its first event with TOP being the inaugural winner, as well as CC6, CL7, and RL6.

2016 brought two new clans to the #1 Ranking, FALL and TOP.

64 wars started, and 58 wars completed. The clan world went from 31 ranked clans to 25. We finished with 818 clan members spread throughout 29 clans. We also saw the largest ever prediction challenge complete, run by shoop76 over the past year.

"I love this & commend you for running it! Well done bud!" Stealth99 on the Clan War Prediction Contest

2017 What's Next

by: IcePack

The Clan Department is looking to add staff this year to assist with running the exciting events, general clan activities, and will free up time to do more improvements around the Clan World.

We will be seeing the 2nd Edition of the Poly Event, we have heard rumors of the 1vs1 Event returning, and as always, full speed ahead on rankings, newsletters, and contests!

My goal this year is to expand Claniversity from the foundation we built last year, improve the Clan Tab, finalize some upcoming policy changes that have been discussed internally and within the CDF, and help celebrate 10 Years of Clans!



"The best way to predict the future, is to create it"

WHAT HAPPENED?



OFFICIALDOM

NEWS FROM THE TOP

Celebrating 10 Years of Clan Life

Jan. 2017

Official Project: Clan Hall of Fame

by: IcePack

The Clan team has announced a new official initiative, we are putting together a Hall of Fame Committee to put forth, discuss, debate and eventually vote on the official Clan Hall of Fame Class.

After the initial Class has been announced, this will be an ongoing yearly project by members of the Committee.

Interested? If you are interested in finding out more details about this project or volunteering to be a part of the team, please contact IcePack or take a look [here!](#)



Contact IcePack to Volunteer Today!

CDF Vote: War Info

By: IcePack

Starting in 2017, War Threads will no longer be required to include game data within the OP as we conduct a trial period for six months.

All NEW WARS starting in 2017 will fall under this new rule, so if your war exchanged games in 2016 and currently follows the old format, please continue to do so until that war is completed.

War threads will still be required to include the rules in the OP, update the title, such as round exchange dates, and the final score & date the war completed.

In addition, War threads will now be required to publish a LINK to the Clan Tab showcasing the war score, games and results directly from the OP. For the trial period, you will still be required to document any modification of games (such as deleting a game, or game remakes) with original game #, and new game #.

8 Votes for Trial Period (44%)

7 Votes Changing to exclusive use of the Clan Tab (39%)

3 Votes for Remain As Is (17%)

0 Votes for Hybrid (0%)

Updating the Clan Tab

by: IcePack

In 2017, the Clan team will make updating the Clan Tab a priority. Our goal is to make the Clan Tab a focal point of activity and provide almost all of the information one needs in the same location.

In conjunction with this, CDF Leaders have voted to do a 6 month trial run of getting away from the forums for game information provided in the OP, and only providing the war rules, score in the title, and link to the clan tab war results.

Once this six month trial is over, the CDF will reconvene and discuss the pro's and cons and re vote to determine whether this will become a permanent change in the clan world, or if people would like to see it go back to providing all the game information in the OP.



"We hope to conduct the biggest update since the Clan Tab itself!" - IcePack

WAR GAMES

ABSORBING TOURNAMENTS;
FIERCE ACTION - ALL THE NEWS!

Celebrating 10 Years of Clan Life

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CC6 Update

by: Lindax

We have reached the final of CC6! FALL defeated S&M in the semi-finals and TOFU beat LHDD, making the final FALL vs TOFU, in Clans first ever full rematch in a Final!

[CC6 FINAL](#)



The last round has officially started, the first games will start the beginning of January. The new format of CC6 generally seemed to work well.

[The Bracket](#)

RL7 Update

by: Lindax

[This tournament](#) started the end of October and is run by uckuki and Keefie. We have 16 clans participating. Round 4 is ongoing, round 5 starts January 15, 2017.



CL8 Update

by: Lindax

CL8 will soon be returning from winter break. Round 5 is currently underway, and Round 6 starts on Jan 8th, 2017. The Premier Division has completed round 1 and the Second Division has completed 2 rounds. It's bit too early to say who's doing well and who is isn't, so we will provide a more in depth update next Edition.

[Premier Division](#)

[Second Division](#)

CC7 Starting

by: Lindax

[This Tournament](#) starts January 1, 2017. We have 21 clans participating. This means we have 11 byes in Round 1, and 5 wars being played. The format for CC7 is very similar to CC6, the biggest change being the 7 week deadline is now 6 weeks. This in an effort to shorten the event a bit more.

Round 2 starts February 19, 2017, for those clans that already know who they are playing in round 2. Clans are free to start earlier, as long as they let me know. To be fair to the other clans, the 6 Week Deadline will still be in effect if they do indeed start earlier.

[The Bracket](#)

1st Edition Poly Update

by: Lindax

[The 1st POLY Clan Challenge](#) started in April 2016. It is organized by uckuki and anamainiacks. 12 Clans are

Mini Cup 1 Update

by: Lindax

Mini Cup was a new take on the traditional bracket tournaments, offered by benga. Eight brave clans signed up to take part in the inaugural event:

The Bracket

OSA, RET, TOP, FAD
SC, AFOS, FOED, HH

In the end, TOP were the victors over OSA, with a strong final score of 26-15.

“Strength does not come from winning. Your struggles develop your strengths. When you go through hardships and decide not to surrender, that is strength”



Mini Cup 2, 3 Update

by: Lindax

MC2: Update

In the Second Edition of the Mini Cup, we saw a number of strong wars take place.

The Bracket

The final is ongoing, PACK vs FOED. At the moment of writing this article it was 9-6 for FOED.



vs.



MC3: Open for Sign-Ups

Right now there are 5 clans signed-up for the Third Edition of Mini Cup. Benga is looking for three more!

Don't forget, the Mini Cup is perpetually open for sign-ups.

Benga has done a great job running the event.

[Sign Up for MC3 Here](#)

Fun Fact:

The Headless Horsemen are the only clan that has signed up for all three Editions of the Mini Cup.

1st Edition Poly Continued

competing for the title. Right now the semi-finals are on: FALL vs S&M (14-12) and LHDD vs TOFU (not started yet).

Tribe Update

by: Lindax

The Inauguration Tournament: Tribes Go Random! finished in November, after a little more than a year. TOFU beat LHDD in the final to take the title.

We're looking at starting a 1v1 Tribe Event, similar to the 1v1 Clan Challenge, in the next few months. Josko.ri will most likely be running it.

In the meantime, if anybody has any ideas for a Tribe tournament, war, or event - Please contact Lindax.



MESS HALL

MISCELLANEOUS STUFF

Celebrating 10 Years of Clan Life

Jan. 2017

Vital Clan Stats

by: IcePack

Ranked Clans: 26
Active Clans: 29
Players in Active Clans: 818
Active Tribes: 5
Players in Active Tribes: 329
Active Wars: 108
Games in Active Wars: 1268
Active Games in Active Wars: 235
Players in Active Wars: 765
Players in Active Wars that have Finished Games: 564
Players in Active Wars in Active Games: 442
Events Currently Ongoing: CC6, CC7, RL7, MC3, POLY1

let's
DISCUSS



Discuss the contents of the Platoon Report in the thread for a chance to win prizes just for chatting! - IcePack

Claniversity Update

by: CatchersMitt14

Claniversity is designed to teach interested players about the clan and advanced tribe worlds while also meeting and ideally befriending other CC members. Our doors are always open to new participants. Please feel free to direct anyone looking for more information about clans or increased experience in team games towards this program.

10 Year Clan Review

by: josko.ri

We provided a summarized look at the clan world's history, including never before seen rankings starting from July 2009 after CL1 and ending December 2016, for a total of 90 months of data.

Top score achieved while holding number 1 spot:

1. S&M	1444	Dec 14
2. TOFU	1438	Nov 15
3. TOP	1431	Dec 16
4. ACE	1413	Mar 14
5. FALL	1386	Oct 16
6. EMP	1367	Dec 11
7. THOTA	1333	Dec 09

Clanaholic* Top 5

by: IcePack

Most Wins:

1. TNC 54 Wins
2. OSA 47 Wins
3. FOED 29 Wins
4. RET 27 Wins
5. TOFU 26.5 Wins

Greatest Win % (min. 5 wars):

1. TOP 5/5 (100%)
2. TOFU 26.5/30 (88.3%)
3. S&M 22/26 (84.6%)
4. PACK 23/28 (82.1%)
5. FALL 19/25 (76%)

Largest Margin of Victory (Win %):

- 1T. SC (37) v KRB (4) - 90.2%
- 1T. FOED (37) v LOTZ (4) - 90.2%
3. Sky Force (18) v Water's Fury (2) - 90%
4. TOFU (36) v SoH (5) - 87.8%
5. KNT (36) v LI (5) - 87.8%

Most clan wars played

1. TNC 89 Wars
2. OSA 76 Wars
3. HH 48 Wars
4. FOED 47 Wars
- 5.. OLE 45 Wars

Most clan games played

1. TNC [5100]
2. OSA [3883]
3. FOED [2525]
4. HH [2241]
5. OLE [2101]

Largest wars

TNC v MB - DEC 2012 [413]
TFFS v MD - AUG 2013 [210]
MD v 1RFG - MAY 2013 [203]
TNC v LOTZ - JAN 2012 [201]
FAD v TNC - MAR 2014 [151]

Clan w/ highest avg player scores:

1. TOFU [2760]
2. TOP [2648]
3. S&M [2659]
4. OSA [2589]
5. FALL [2517]

As our first class draws to a close we continue the process of evaluating and adjusting the approach to our program. New members are welcome to join the program at any point so we consistently have a variety of experience levels available to help fill any clan needs.

We are always looking for support from the entire clan world. If you have some game knowledge you would like to impart on our students please feel free to contact me about creating your own scenario for use in our lesson plans!



If you have experience creating scenarios, LMK!

- CM14

Number of months holding Top X spot (maximum 90 months):

Top 1:

1. TOFU	38
2. S&M	28
3. FALL	10
4. THOTA	8
5. ACE	3
6. TOP	2
7. EMP	1

Top 2:

1. TOFU	68
2. S&M	44
3. THOTA	22
4. FALL	14
5. LOW	6
6. TOP	5
7. ACE	5
8. TSM	5
9. LHDD	3
10. EMP	3
11. AFOS	3
12. PACK	2

Top 3:

1. TOFU	76
2. S&M	58
3. THOTA	29
4. FALL	15
5. ACE	14
6. IA	14
7. LHDD	13
8. PACK	12
9. TSM	10
10. EMP	9
11. LOW	7
12. AFOS	6
13. TOP	5
14. AOC	2

Highest 2 YR F400 Score (All Time)

1. S&M 1444
2. TOFU 1438
3. TOP 1431
4. TSM 1418
5. ACE 1413

Highest 1 YR F400 Score (All Time) (Checked back til 01-01-2012)

1. S&M 1612
2. TOFU 1542
3. FALL 1509
4. LHDD 1508
5. THOTA 1507

Most months on #1 in F400 (since 07-01-09)

1. TOFU - 38
2. S&M - 28
3. FALL - 10
4. THOTA - 8
5. ACE - 3

Highest F400 Debuts (01-01-12)

1. ACE 3rd @ 1338 (Jan 1, 2014)
2. TOP 5th @ 1282 (April 1, 2016)
3. ATL 5th @ 1222 (Nov 15th, 2013)
4. FALL 8th @ 1203 (Jan 1, 2013)
5. RET 21st @ 1016 (Mar 15, 2013) ?



"You were born to win, but to be a winner you must plan to win, prepare to win, and expect to win."

- Z. Z

*Above Page 10 Year Clan Review
Continued*

Top 4:

1. TOFU	79
2. S&M	66
3. THOTA	31
4. IA	27
5. TSM	25
6. PACK	22
7. ACE	22
8. LHDD	19
9. FALL	16
10. LOW	13
11. EMP	13
12. AFOS	9
13. TOP	8
14. AOC	3
15. FOED	3
16. ID	2
17. ATN	1
18. VDLL	1

Top 5:

1. TOFU	83
2. S&M	76
3. IA	41
4. PACK	33
5. THOTA	32
6. TSM	30
7. LHDD	24
8. ACE	23
9. LOW	23
10. EMP	20
11. FALL	18
12. AFOS	11
13. TOP	9
14. FOED	9
15. AOC	8
16. ID	5
17. ATN	2
18. ATL	1
19. VDLL	1
20. AOD	1

This Page 10 Year Clan Review Continued

Number of consecutive months
holding Top X spot (* indicates still
ongoing):

Top 1:

1. S&M	17
2. TOFU	12
3. FALL	10
4. TOFU	8
5. TOFU	8
6. THOTA	7

Top 2:

1. TOFU	38
2. S&M	25
3. THOTA	22
4. TOFU	20
5. S&M	13
6. FALL	12*

Top 3:

1. TOFU	56*
2. S&M	53
3. THOTA	22
4. TOFU	20
5. FALL	15*
6. LHDD	13

Top 4:

1. S&M	65
2. TOFU	59*
3. THOTA	31
4. ACE	20
5. TOFU	20
6. LHDD	19*
7. FALL	16*

Top 5:

1. TOFU	83*
2. S&M	72
3. THOTA	31
4. PACK	31
5. LHDD	24*
6. IA	24
7. ACE	23
8. LOW	23

Clanaholic Top 5 Continued*

Most titles

1. KORT - 5 Titles (CC1, CC2, CC4, CL4, CL5)
2. LHDD - 4 Titles (CL7, RC1, NC4, TNCACC1)
3. FOED - 3 Titles (RL1, RL6, 1vs1 2015)
- 4T. TOFU - 2 Titles (CC3, CL6)
- 4T. ACE - 2 Titles (1vs1 2013, RL4)
- 4T. EMP - 2 Titles (1vs1 2011, 2012)
- 4T. OSA - 2 Titles (RL2, RL5)
- 4T. LOW - 2 Titles (CL2, RL3)
- 5T. FALL - 1 Title (CC5)
- 5T. THOTA - 1 Title (CL1)
- 5T. IA - 1 Title (CL3)
- 5T. PACK - 1 Title (NC1)
- 5T. GR - 1 Title (NC2)
- 5T. TNC - 1 Title (NC3)
- 5T. ATN - 1 Title (NC5)
- 5T. BOTFM - 1 Title (ACC1)
- 5T. PIG - 1 Title (ACC2)
- 5T. MD - 1 Title (LHC)
- 5T. TOP - 1 Title (MC1)



**“The great clans are
measured by their
performances in the
Conquerors Cup and the
Clan League.”**

- rockfist

The Tale of the Conqueror's Cup

by: IcePack

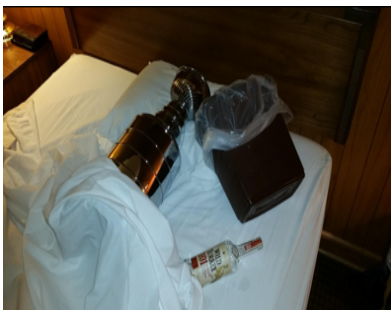
What single object is the clan world's most famous beer mug, cereal bowl, party loving, and doubling on occasion as a cinema date?

It's the Conqueror's Cup!

The Conqueror's Cup has led grown men and women to lose sleep, bleed and fought over longer and harder than Ozzy Osbourne over its soon-to-be six year reign as Conquer Club's Clan's Holy Grail. After the 5th Edition of the Conqueror's Cup completed with a Fallen win, their leader (IcePack) thought Conquer Club needed a trophy appropriate for everyone to celebrate with.

Discussions were had on how best to divvy up time with the Cup, would each member get a day or two, a week, or would it just takes it place on the Fallen's mantle to be enjoyed and revelled over.

In the end, the Cup made the 2,045 mile journey from its home in Sacramento, CA to Chicago, IL to celebrate with the Fallen members at their semi-annual membership Gathering in November, 2016. A trip that a certain TSA member will never forget, as a confused look spread across their face while inspecting IcePack's luggage contents.



"Yes, you can sleep with the Conqueror's Cup"

- IcePack

2017 Schedule Released

by: IcePack

The new 2017 has just been released! A lot of exciting events will be offered and we've confirmed with our dearest tournament friends of the planned dates and times for each of the events (other than Mini-Cups, which are listed just as an estimation).

Look for it [HERE](#).

This year all of the main events return, and there will be plenty of fun prediction contests as well! Watch the Platoon Report for additional information on other contests and our big 10 Year Clan Celebration Event planned in July!

Left: There were some wild, questionable nights, but we had no regrets.

Tale of the Cup Continued

After the winning team settled in and celebrated their victory lap, the gathering really started the festivities. Over the five day period, it was decided each clan member would get their time with the Cup. As long as no damage occurred to the Cup, the player could do whatever they wanted. Thus began the most interesting 120 hours of the Cup's short life, and what hopefully will become an annual tradition of the Conqueror's Cup.

Some might call it disrespect, but certainly the Cup has emerged better for it. Perhaps one day the Cup and its stories will be celebrated amongst players, with only laughs and whispers and rumors to remain about the day they spent with the Conqueror's Cup (and perhaps, the odd photo or two that managed to get snagged while celebrating).

Which clan will win the Conqueror's Cup 7, taking home Conquer Clubs newest, most famous and coveted trophy of them all? Only time will tell. Why do we put forth all this effort and energy? Because, it's for the Cup.

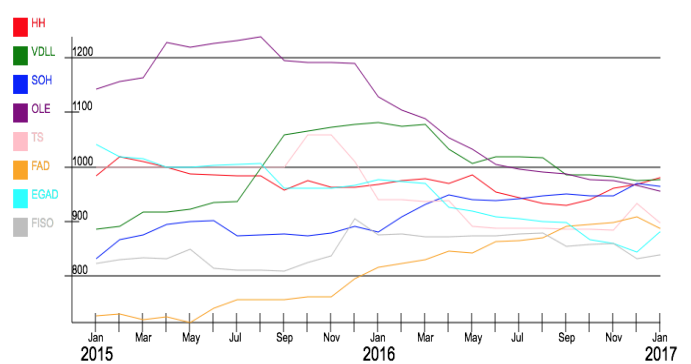
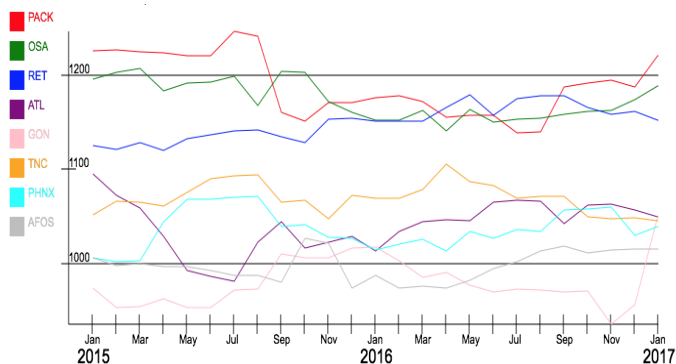
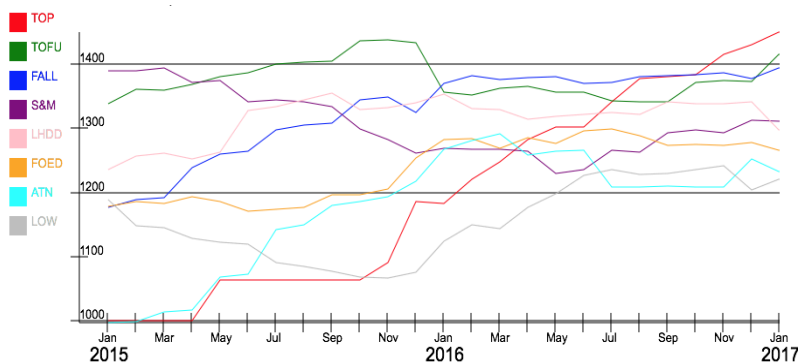


IcePack eating his morning cereal

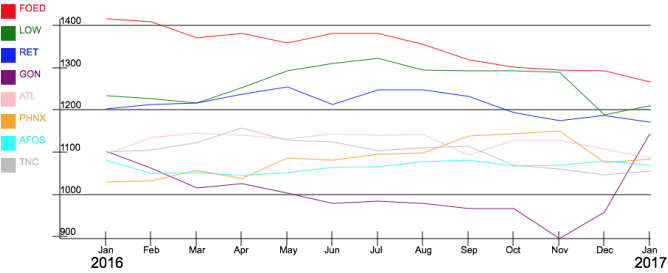
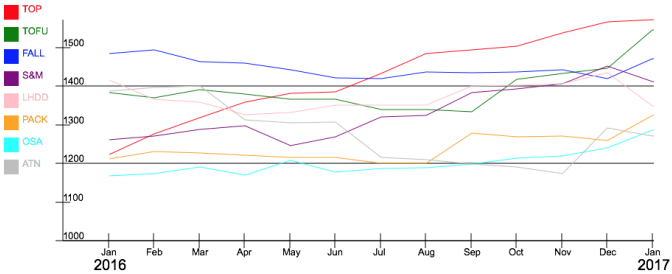
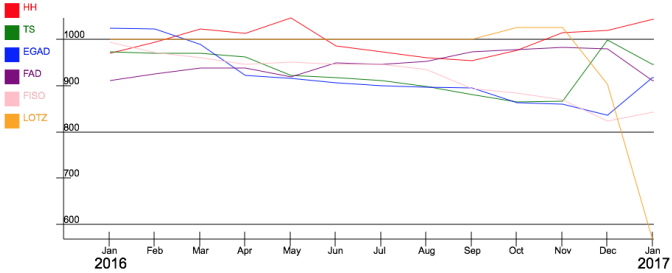
Clan Rankings: January 2017

by: IcePack & Keefie

JAN 1 2017 EDITION						
150 min		2 Year	2 Year	2 Year	2 Year	
2 Yr Rank	Name	Rating	Pt Change	Pos Change	Weight	Best Showing in 1 Year
1	TOP	1450	19	No Change	299	FOED @ 1300
2	TOFU	1416	43	+1	334	LHDD @ 1328
3	FALL	1394	16	-1	510	S&M @ 1314
4	S&M	1311	-2	+1	425	ACE @ 1210
5	LHDD	1297	-45	-1	459	FOED @ 1289
6	FOED	1266	-12	No Change	547	OSA @ 1155
7	ATN	1233	-19	No Change	323	LOW @ 1245
8	LOW	1220	16	No Change	376	OLE @ 1028
9	PACK	1219	32	+1	353	ATL @ 1068
10	OSA	1188	14	+1	774	AFOS @ 1019
11	RET	1152	-9	+1	759	ATN @ 1267
12	ATL	1050	-7	+2	595	TNC @ 1070
13	GON	1049	91	+10	528	LOTZ @ 768
14	TNC	1046	-3	+1	467	KNT @ 707
15	PHNX	1039	9	+1	421	VDLL @ 1016
16	AFOS	1016	No Change	+1	386	HH @ 942
17	HH	980	12	+3	612	GON @ 970
18	VDLL	976	1	No Change	262	HH @ 974
19	SOH	965	-5	No Change	195	FISO @ 848
20	OLE	956	-10	+2	192	VVV @ 689
21	TS	898	-34	+3	188	LOTZ @ 1008
22	FAD	888	-20	+3	573	FISO @ 876
23	EGAD	881	38	+3	269	N/A
24	FISO	839	7	+3	642	LOTZ @ 555
25	KNT	704	4	+3	310	N/A
26	LOTZ	564	NEW	NEW	263	N/A

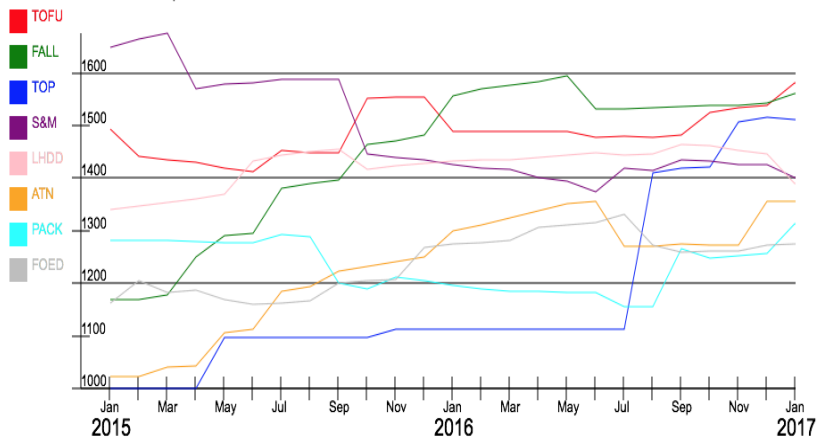


JAN 1 2017 EDITION				
100 min	1 Yr		1 Yr	
1 Yr Rank	Name	Rating	Weight	Best Showing in 1 Year
1	TOP	1572	180	FOED @ 1381
2	TOFU	1545	149	LHDD @ 1397
3	FALL	1470	222	S&M @ 1452
4	S&M	1411	217	ACE @ 1263
5	LHDD	1348	235	FOED @ 1356
6	PACK	1325	175	ATL @ 1140
7	OSA	1286	351	AFOS @ 1080
8	ATN	1271	148	LOW @ 1293
9	FOED	1266	249	PACK @ 1192
10	LOW	1209	200	OLE @ 983
11	RET	1171	311	ATN @ 1305
12	GON	1141	260	LOTZ @ 748
13	ATL	1086	279	TNC @ 1113
14	PHNX	1083	202	VDLL @ 1030
15	AFOS	1069	164	HH @ 971
16	TNC	1055	164	KNT @ 750
17	HH	1044	298	GON @ 968
18	TS	946	104	LOTZ @ 1026
19	EGAD	917	138	N/A
20	FAD	911	219	FISO @ 937
21	FISO	843	337	LOTZ @ 555
22	LOTZ	568	251	N/A



F41 JAN 1 2017 EDITION [2 Year Ranking]

100 Min	2 Year			
2 Yr Rank	Name	Rating	Weight	Best Showing in 1 Year
1	TOFU	1582	193	LHDD
2	FALL	1562	228	S&M
2	TOP	1512	129	FOED
4	S&M	1401	184	ACE
5	LHDD	1390	137	FOED
6	ATN	1357	156	LOW
7	PACK	1313	217	ATL
8	FOED	1275	283	PACK
9	LOW	1253	204	OLE
10	RET	1236	468	ATN
11	OSA	1176	449	AFOS
12	GON	1168	254	LOTZ
13	PHNX	1145	111	VDLL
14	ATL	1114	280	TNC
15	AFOS	1074	127	HH
16	VDLL	1058	142	HH
17	TNC	1055	242	KNT
18	HH	1013	283	EGAD
19	TS	974	133	LOTZ
20	FAD	930	252	FISO
21	FISO	826	331	LOTZ
22	KNT	709	183	N/A
23	LOTZ	546	247	N/A



F12 JAN 1 2017 EDITION

100 Min		
2 Yr Rank	Name	Weight
1	TOP	170
2	TOFU	141
2	FALL	282
4	S&M	272
5	LHDD	292
6	OSA	295
7	LOW	172
8	FOED	264
9	MD	137
10	ATN	167
11	RET	291
12	PACK	136
13	TNC	256
14	ATL	315
15	PHNX	310
16	GON	274
17	AFOS	259
18	HH	337
19	OLE	117
20	ID	121
21	SOH	151
22	VDLL	120
23	FAD	321
24	FISO	311
25	KNT	127

Leap Ladder 31/12/16

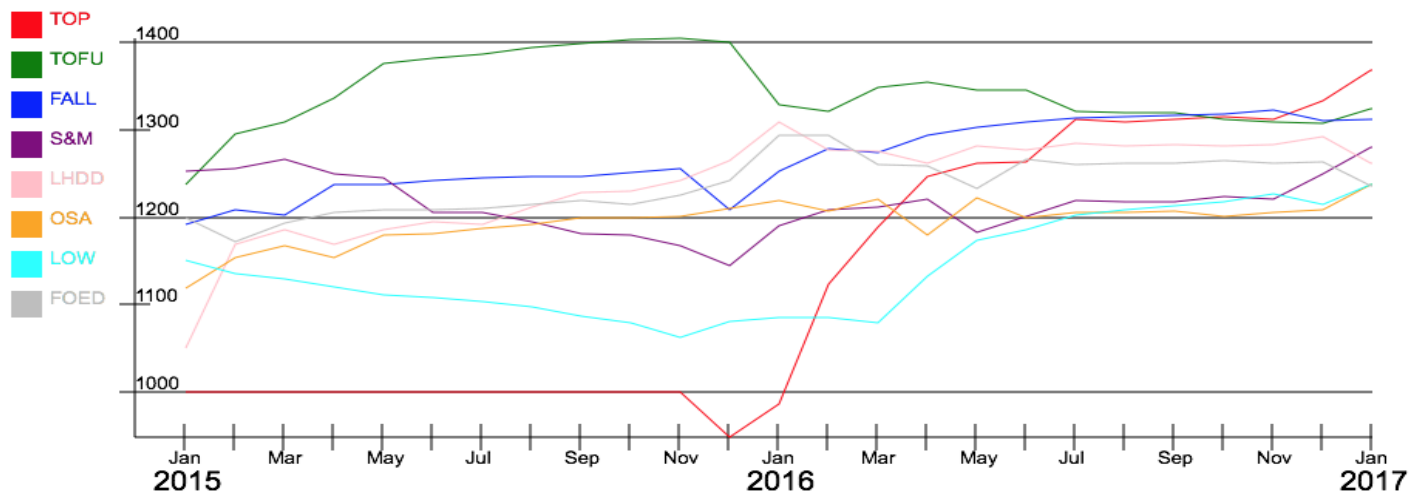
1	FALL	16	GON
2	TOFU	17	LOW
3	S&M	18	VDLL
4	TOP	19	AFOS
5	LHDD	20	RA
6	FOED	21	MD
7	RET	22	EGAD
8	ATN	23	FAD
9	OSA	24	SOH
10	PACK	25	FISO
11	ATL	26	LOTZ
12	TNC	27	KNT
13	PHNX		
14	TS		
15	HH		

Clans Removed

ACE	Disbanded
IA	Disbanded
ID	Inactive
RGX	Merged with EGAD
OLE	Inactive
SC	Renamed LOTZ
UM8	Merged with SOH
VVV	Merged with LOTZ

LEAPS

21/07	TOP leap FOED
29/08	FAD leap FISO
15/08	LHDD leap FOED
23/09	ATL leap TNC
06/10	HH leap GON
06/11	SOH leap FISO



INTERROGATION ROOM

WE ASK, THEY ANSWER

Celebrating 10 Years of Clan Life

Jan. 2017

Our Stories: the Merger to End All Mergers

By: angola

What started as a random Skype chat ended in one of the most complex mergers the CC clan scene had ever seen.

Clan Directors Leehar of Empire and jetsetwilly of Agents of Chaos were ruminating one night from their respective corners of the world about the possibility of the two longtime clans merging into one.

With dwindling numbers in each and struggles to remain engaged by some members, the two groups wondered if forming a new clan might not be a way to solve those issues.

That initial chat eventually turned into a monstrous 90-minute chat session featuring jetsetwilly, angola, hyposquasher, jj3304, mkcummins, Leehar and The Voice.

"It was intense. We made a Skype date," hyposquasher said. "I went into our data center at work to lessen the possibility of work people interrupting such an important date. I was pacing around in there."

The conversation was a bit of a meet-and-greet, as well as a lot of conjecture.

"I remember it went from an offhand conversation to reality very quickly"

-jetsetwilly



"In the Clan system, historical recollections of past clan events can be especially heinous. At Conquer Club, the dedicated Clan Directors, Department Heads, and Clan Leaders head up a elite group known as the Clan World. These are their stories."

Our Stories: The Klan?

by: catnipdreams

It took me a while to feel comfortable with the CC site, and get used to playing all the great variations on the classic game/classic settings. I have always been interested in learning and improving, so an obvious step for me was to join the SoC. While there, I spotted a snippet of team chat that had been posted in a thread about team games. I asked the poster for a game, and really

Our Stories: Pizza n' Beer

by: Extreme Ways

So there's a lot to tell about the VDLL, and how unorganized our bunch is, but eh, whatever. The best thing about the VDLL was that everybody was located in either the Netherlands or Belgium, and that allowed us to meet somewhere. Sometime way back, [MarVal](#) printed and plasticized a copy of the BeNeLux map for clan meeting. On the back of it are lots of pictures and signed names for clan meetings. It was created before I joined, but I played with it later on after MarVal had already left the site.

I joined VDLL somewhere in 2011, I think. It didn't take long until I saw a forum post on a Thursday evening asking if someone was in Utrecht to go to a pub to go for a few drinks. Over there I met [Catarah](#), original trench player, [JBlombier](#), [Koganosi](#) and anoer. I think it was either [Frederik Hendrik](#) or [hushovd](#), but I wouldn't know. Fun was had, we talked a bit about the game but mostly RL. Catarah, JB and Koga all knew each other already if only a bit, and the others just joined in. After a while they jumped into the nightlife while I took a train home, I was only 16 or something so couldn't really do that to my parents with strangers.

Outside of those random meetings, I've attended 2 planned meetings. There were more, but I had temporarily left the site. Both times [Koganosi](#) hosted with a lot of beer and pizza, and also offering us a place to stay for the night. The first

Pizzas n' Beer Continued

Merger Continued

"How would it work?" hyposquasher said. "What would it look like? What is important to each clan and is it a good fit? The conversation continued from there for a few weeks."

There was so much to be worked out: Would all members continue in the merge? Would it be called a merge or a new clan? Do we drop out of the Clan League?

"The main thing I remember was it going from an offhand conversation to reality very quickly," jetsetwilly said, "and then spending far more time worrying about name changes and cup league withdrawals than actually merging."

Eventually, the two groups settled on how things would work - mainly that it would be a new clan, rather than a merger. This helped us navigate the muddy - and contentious - waters of dropping out of the Clan League, our spot in the CCup and more.

What was still undecided was how to announce it to the rest of the Clan World.

A plan was hatched - and oh what a beautiful plan it was.

Jetsetwilly started a thread on April Fools announcing our plans. Then members from each clan talked a lot of trash about each other and how mad we were at leadership. We had folks fooled for a few days (and even had a copycat of the idea a few years later when LHDD and VDLL said they were merging on April Fool's Day, only to reveal it was a joke).

Pearljamrox2 came up with our new name and the rest is history.

Merger Continued

The Klan? Continued

enjoyed the strategy chat. About two turns into the game, my teammate invited me to join a clan training group. Um... What?

***"To me, "clan" meant
a group of white
supremacists"
-catnipdreams***

I was totally startled, and [blush] I didn't have a clue what clans were, much less clan training groups. I'm from the US, not Scotland. To me, "clan" meant a group of white supremacists... I didn't really think there were racist groups on CC, but, I wasn't going near a clan or a clan training group until I was sure about this! I frantically PMed another SoC friend, and asked questions. A lot of questions. In an urgent tone. I wish I had saved that PM - I'm sure I would laugh myself silly reading it now, but I was pretty freaked at the time. After being reassured, I sort of said, "ok". That poor clan recruiter! Going out of their way to play a game with a relative newcomer, being kind enough to see potential in me, and giving me an invitation to join a top ten clan training group - I was so clueless!

So here's the inside story on CC clans: they are groups of players who like to play team games. Like any collection of groups of players in any activity, different groups have somewhat different "personalities", and different levels of play. That's it. Like clans in Scotland.

Merger Finished Here

was with JB, Koga and [PaulusH](#). Paulus is in another age category, but it didn't matter at all. On our BeNeLux map we played some doubles, some 4man FFA, and some other random modes. There's proof on the back on the map. Second time was around a year ago, though it was a very private meeting. Getting a date for this was tough, but in the end nobody outside of Utrecht could attend. It was just JB, Koga and me with again lots of beer and pizza. This time we played 3man FFA (flat rate), which of course ended up in a stack fest decided by a suicide. I claimed the 2v2v2 poly escalating game with some very needed luck, pretty sure we watched a movie too before almost forgetting to take out CC turns.

***"Meeting the people behind the
screens improved my
camaraderie and friendship
with my clan members"
- Extreme Ways***

This year it's not going to happen. A lot of the old guard either got into another stage of life and doesn't have much time because of that, or left the site entirely. Koganosi, our usual host, is in both groups. Besides that, we have (had, I joined TOFU now) little people active in general and our numbers around the city of Utrecht are reduced to 0 with all usual inhabitants quitting the site or moving elsewhere. Still, meeting the people behind the screens improved my camaraderie and friendship with my old clan members a lot.

There was so much excitement right out of the gate as gaining really talented new teammates was a blast.

Some of the best was getting to know folks on a personal level. Empire had a rule where they only call themselves by their real names in chat and elsewhere. That was certainly new for us AOC folks, but it worked out great.

A WhatsApp chat group was started almost immediately and continues to this day, including retired folks and folks who have since left for other clans. We became friends on Facebook, folks have met in real life, have helped each other through good and bad times and have even donated money to GoFundMe's or other charitable causes represented by our group.



Remembering back on the good ol' days...

Leehar and jetsetwilly spent countless hours poring over Google Docs to figure out teams and maps going forward.

It all worked to perfection, capped off by us winning the Random League IV, the Random League IV Cup and continued Empire's domination in the 1v1 tournament. We also reached the No. 1 ranking in the F400, but once again couldn't get over the hump in the CL playoffs or the CCup.

We lost in the CC4 semifinals 34-33 to TOFU, won our group in CL6 posting a 63-17 record, before finishing second in the Premier Division by two points to TOFU (though we had a better overall record, finishing 103-57 against the best of the best) and lost 31-30 in the quarterfinals of CC5 to Fallen.

The Agents of the Chaotic Empire have faded back into the galaxy now, with members moving on to LOW, Fallen, FOED, S&M, OSA and elsewhere. Look closely in the forums, though, and you still may see an ACE sig here and there.

"We became friends on Facebook, folks met in real life, and have helped each other through good and bad times...even donating money to GoFundMe's or other charitable causes represented by our group."

- angola

soon.



Next Edition Publish Date: April
2017

Next Interrogation

by: IcePack

Keep your eye on the next Platoon Report, we will hear from the winners of the first Mini Cup, and CL7 Second Division Title holder TOP! We will also hear from angola on the Rise and Fall of AOC; as well as hearing from celliottii on the Evolution of a Clan Leader!

Thank you to everyone who contributed to the "Our Stories" contest, it was great to read the stories submitted and fun chatting with a few of you even if you weren't able to submit anything.

If room allows, I will also try to include the LHDD CL7 Premier Division Winner Interview that was originally scheduled in our cancelled October Edition.

FRIENDLY FIRE

— COMPETITIONS, GAMES & TRIVIA —

Celebrating 10 Years of Clan Life

Jan. 2017

A Realm at War: the Bannermen

by: IcePack

CR@W: The Story

It has been ten long years of war. The great Clans of the Realm have battled, clawed, and destroyed everything in their paths in the name of victory and honor. Ten years of heartache, ten years of struggle. 29 Clans remain.

The names of clans have throughout the war have changed. Who lays claim to what lands have changed more often than the tides rise and fall. Clans have been vanquished, tattered, and torn.

The great war has started, no lord is satisfied any longer with single clan victories. The hordes have begun to gather, preparing to alight the entire world afire until just one clan, one lord, one



"If we can't protect our bannermen, why should they protect us?"

CR@W: General Concept

Some of you maybe familiar with Sid Meiers "Civilization" game. CR@W is the Clan Worlds simplified version for your enjoyment & entertainment.

Clans will travel an unknown map away from their starting Castles, exploring, battling, and using diplomacy to learn about the world.

Clans and players will have a level of anonymity, when exploring Clans will be found under pseudonyms as well as

CC7 Prediction Contest

by: IcePack

The Clan Department brings you another edition of the CCup Prediction Contest! 21 clans vye for War Supremacy in the most prestigious event of the year. Will FALL or TOFU make the Final again as they both have the last two years, or will a new clan rise up and fight for the crown?

Tell us your predictions by entering our contest [here](#) by January 21st, 2017.

The winner will receive 2,400 credits, or 3,500 credits if we get more than 50 entrants! Share with your clan mates and friends to push us over the limit!

Join the fun watching as the event progresses and your clan advances, or cheer on your prediction after you've been knocked out!

YOU DO NOT NEED TO BE A MEMBER OF A CLAN IN ORDER TO PARTICIPATE!

"If we get over 100 participants in the Prediction Challenge, I'll shave my head!" - Lindax

Past Platoon Report Editions

[July 2016](#)

[June 2016](#)

[May 2016](#)

[April 2016](#)

[March 2016](#)

[February 2016](#)

[January 2016](#)

final victor remains.

Clans will send their lords throughout the Realm. There, they will build cities, make alliances, non-aggression pacts, and declare fealty as bannermen, and turn on those they once called friends.

Now, the battles have become greater than any realm has ever seen. Now, the realm will be reborn.



their players (Lords). (I.E. You have found Castle Anthrax, instead of you have found Castle TOFU; or you have found Lord Eddard as opposed to Lord Josko.ri).

Clans will interact with others indirectly through IcePack, or directly. Clans may choose to identify themselves to others during diplomacy, whether being truthful or using trickery.

Clans can use diplomacy to gain intel on other groups, declare themselves vassals of a parent Clan whether in exchange for gold, protection, or other arranged conditions at any point in the game. Battle, diplomacy, intrigue, secrecy, and the unknown await you in...Clan Realms @ War!



"Each member of the winning Clan will get a chance to draw a prize from the Clan Box.

The Clan box contains various prizes such as red stars, green stars, blue stars, credits and other assorted prizes available to everyone. It'll be big!"

- BigWham

