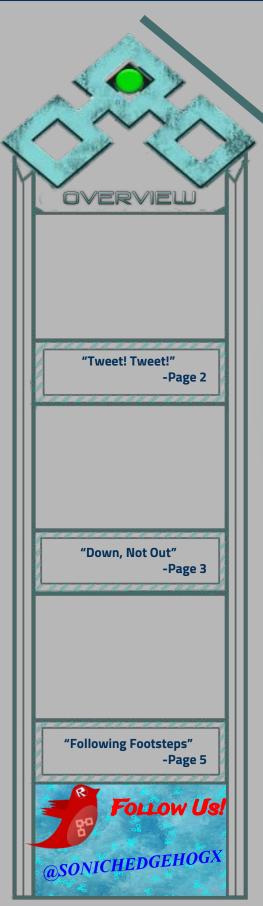
VENEZIAN INSIDER Volume 2 Issue 2



TO WAR!... Finally...

The Clockwork Corporation and Fleetcom declared war on F.E.A.R. and our ally, Vortex Security, in mid-December. Freshly promoted, our Director of Warfare iMcm99 was eager to have his soldiers see some action. iMcm accepted the war on December 14th, and negotiations began. It was agreed upon that the war would start that weekend, on Saturday, December 19th after tweaks were made to each base. Excited to fight, bloodthirsty, F.E.A.R. members quickly rallied throughout the week, racking up multiple wins against the two clans. Activity sprung, morale was high, and a new found camaraderie was being built between F.E. A.R. members and high ranks. Unfortunately, due to disagreements over war terms, the war quickly ended. With FEAR still bloodthirsty, however, iMcm99 didn't stop there...

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Community Assembly

Nothing's here! Check back next month!

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TO WAR!... Finally...

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He found out that TRA was hosting a RO-War and he quickly signed FEAR up at the last minute. The RO-War is a way for the clan community as a whole to boost activity, and so far it's been very effective. There are two teams: BLUfor and REDfor, Clans on the BLUfor team include FEAR, TRA, RSF, UCR, TCC, and many more. Clans on the REDfor team include RAA, SC, RAT, OO, NFC, and many more. It doesn't have to be said that both sides can easily rally 100 members of the clan community. REDfor is predicted to win the war by the majority of C&G, but BLUfor can't be underestimated! At the time of posting, BLUfor seems to be catching

up to REDfor. FEAR, RSF, and TRA have together gained many wins on the early weekdays with their GMT members. There is no number of raid wins in order for a side to claim victory. The war lasts until January 23rd and the clan with the most wins will claim victory. It is expected for there to be well over 150 wins on both sides by the end of the war, and so far the community reaction has been extremely positive. Issues are showing up, but staying off of C&G is a good way to avoid is. As long as both sides is still able to raid, the community will

be happy.

The First Encounter Assault Recon has made it's mark on Twitter, and we're looking for our great community to subscribe and keep up to date with all the latest and greatest news that the clan has to offer! We have made this new step in clan sociability in order to communicate slickly, quickly and to make sure you're informed on all we have to offer and share; Base news; Competitions and more! If you haven't already, be sure to sign up to Twitter using your personal

Tweet! Tweet!

ingenuity of the community allows us to allow you to advance through ROBLOX and the clan world with great haste. And you've made it a great experience! Don't forget to sign up and become a regular reader, Venezians! See you very shortly, and don't forget to start Tweeting your clan experiences!

email, and link it to your ROBLOX account for quick access! Community Affairs thanks you for

Community Assembly

Continued from Page 1

Nothing's here! Check back next month!

On the 8th of January, a new document was published and officialized

making this

possible, the

activity and

which replaced the FEAR Lawbook. This handbook is much broader than the previous document and is hoping to be more strict because of the areas it covers. With the Department of Justice having a larger influence and the handbook having a much larger focus on petty disputes such as calling people names. The logic is that these little things add up and tension spreads. Eventually, grudges are formed which result

Haulting Hatred

in clan progress being halted. HCOM must be unified in dealing with this, however, and they can't be caught up in it. If all goes to plan, it is hoped that FEAR will have flourishing community which is filled with comradery instead of disputes. Some other noteworthy changes with this handbook is that people can be convicted for breaking rules over Skype and that inactivity is much more punishable than before. This guide seems to be a large improvement over before, but time will tell if HCOM follows through and if it will be a success.













End of MP?

Rumors have been flying about the future of FEAR's Military Police since Colonel Facuchido became the Chief of Police. The newsletter crew has details about the future of the group. Nothing is confirmed, but this is what we see as the most probably change. It seems that the division itself may be morphing into a department. It's unclear what parts of the old group will be preserved, but morphing into a department will broaden its influence. The most probable name would be The Department of Justice. It was found that if the plan is set in action, a council would be formed to decide on the results of larger cases. Because of this, it's

also fair to say that High Command would have a larger influence in it. Previously, cases would be forwarded to a high ranking member in MP, but HCOM itself may be able to solve cases on the spot. Disputes which occur on a higher level (i.e. argument between two Colonels) could be solved by the director or a VCO. This is good, as one criticism of the current MP is that cases aren't always solved in a guick manner. Colonel Facuchido is working together with General Blandue in

creating the

system. The

crew wishes vou two the

best of luck!

The Director of War changed this month. After Aceslayer's retirement, and DoW problems, SONIC and HCOM knew something had to be done. iMcm99, Colonel and RF SF platoon director, was giving directorship of the department of war. With this, he swore to bring big changes to the department of war, and he has. He had attempted to declare war on TCC and Fleetcom, but Fleetcom unallied TCC to end the war. Next he joined in on the RO-War, and activity. He also,

with the help from

implemented FiN

into DoW to help

AthánatosV

at Alinaor II

DoW Changeup?

with intelligence to gain the upper hand on our enemy, and take them down from the inside.

Down, Not Out

FEAR has longed for a new base for over a year now, and it seems that while building one is no problem, finding the correct scripter that will stay on top of the project is a huge challenge. Recently it was discovered that there is a new bump in the road: funding. One of the biggest reasons ATC is able to attract scripters is because of the money our commander has obtained over his years on this game. The Hedgehog brothers set aside a portion of their earning for FEAR's technology. It seems, however, that with Sunset City and Venezia's lack of updates, they are beginning to lack the proper funds to attract

the developers necessary to create the clan's tech. Because of this. a famous game from years ago, Live in a Five Star Island Resort, is being renovated. The funds which will come from this soon-to-be popular game will help give FEAR the resources to make revolutionary technology. In addition, it can be used as a form of recruitment to curb the inactivity which the clan has suffered as a result of ROBLOX stopping the sorting of groups by numbers. The commander's Twitter recently posted a teaser trailer of the game which will supposed be released extremely soon.



the past. Previous to New Years, the guns were bloated, inaccurate, and off-target at an angle. Probably worst of all, however, was their ability to wallshot. This caused lots of controversy in C&G because of how difficult it was for raiders to get past the cave and reach the terminal. Once captured, however, they had a huge advantage over FEAR trying to recap. This chaos has now come to an end. In addition to a few tweaks to the fort's layout, General Blandue

In With A Bang

started an initiative to create a gun to stop wall shooting. He hired an Officer inside of FEAR named keitheroni to create a smaller and more accurate gun which would still function in a Filtering Enabled environment. This isn't an easy task, but keitheroni managed to do it in just over a week. It's actually a heavily modified version of the guns used in RCL. After the guns were finished they were quickly approved to SHADOW, a few variable and aesthetic tweaks were made, and it was shipped off to Alianor II under a new name: The G2A3. So far the guns have been considered a very positive update to Alianor by all.











SF is Back!

A few months ago, one of FEAR's allies was Soticule Forces led by clan-renowned fighter paul 321321. The clans worked well together with Soticule Forces providing leadership alongside FEAR's HRs. Their superb skill aided FEAR's large community in winning numerous raids together. All of a sudden, however, paul decided to un-ally FEAR. It was discovered that he requested backup in a raid they were conducting and FEAR's HRs couldn't approve the raid because an old DoW wasn't online: Aceslayer13. As a result, paul decided to unally the clan since we were not in a position to help at the proper time. Shortly after, rules

were tweaked so FEAR could raid on less notice. Paul didn't think this was enough. We're in a new era now, however. We have a new Director of War, iMcm99, and FEAR is being much more aggressive than in the past about warring other clans. Because of this, another hand was reached out to SF in order to attempt to reinvigorate our alliance. Paul accepted. Following this ROwar, FEAR should expect to once again be raiding and defending alongside Soticule Forces. We will not only be defending Alianor, but also SH2. The same mistake will not be made

Everyone and their brother knows about the RO-WAR. But do you know who started it? TRA did. They came up with this amazing idea. They got their best writers to do the forums, and bam, tons of clans joining in on the battle. This is an AMAZING turning point for the clan world. The clan world has been declining as of late, but this war has given us so much publicity, that the clan world is back and better than ever. This war is the new building blocks for the clan

world of 2016. Many say that it needed for the clan world to survive.

The Spark

TRA, FEAR, and the rest of BLUFOR, have worked tirelessly to make sure that the Ro-War would not be a flop like so many thought.

War Clans of Roblox Vaktovian Empire.

The War Clans of Roblox came out just about a month ago. Since then, they have gained 78 war clans to just their numbers. They have created a simple data base for the clan world. They have a list of the 78 clans with all the raidable bases. This was created by Gannex to further the clan community. This was Gannex's major attempt to re activate the clan world. He made a whole archive of all clan events. It has C&G announcements, major declerations of war, uniform designers, and anything else that a clan would need. Gannex, is an exgeneral, now Colonel of the

He is a noted clan activist, who is a very respectable and responsible member of the clan community.

again.

As long as you stay off of C&G, most people are finding this RO-war to be a lot

of fun! It's been a long time since 100 people could show up to somewhere will little notice. Six battles can be happening at once, and hundreds of victories and losses are being recorded. There is one thing that the majority of clans in the war have on common, however: they use guns. With the exception of VE, pretty much every clan in the war uses guns opposed to swords. Because of this, guns clans are much more popular than legacy sword clans. That may be

Following Footsteps

changing soon. On January 6th, Terroviann, the leader of Imperical Concord, released a forum detailing a RO-War for sword clans. This movement was done in order to increase the activity of that section of the clan world as the clans in REDfor and BLUfor have already done. It's unknown when it will begin, but it seems that many major sword clans have already joined in such as HAU, The Sky Clan of ROBLOX, Cobalt Nation, and Fire Warriors Clan. The newsletter crew hopes that the swords clans participating in the war get as much out of it as FEAR has with our war!

nitmen!

insmilmmani 2

- Aonor, Courage, Commitment, Honor, Courage, Courage

Shoutouts

Shoutouts - Coming Soon

Member of the Month

Sculitude is a FEAR Officer who has been critical to FEAR's performance during the war. He is extremely active and lives in a GMT timezone letting us gain raid wins on early mornings. He is also a high rank in RSF (along with positions in other allied clans) and shouts for both groups in order to get the most members possible. Finally, he is a kind person deserving of Member of the Month.

Sculitude

Promotions

Beebart from Major to Officer

Veteran of the Month

JasonIIII joined FEAR in the summer of 2011 and quickly rose to the rank General, called Leader back in the day. Jason is known best as a nice person with good morals who was able to do a lot in his prime. He's best known for initially revolutionizing FEAR's EA department by building strong ties to RAT, UCR, and VS following a RO-War.

JasonIIII

Community Lore

By: N/A

Coming Soon!



9

7

Be the first to PM RidiculousRiddler with the correct answer to be put in the newsletter next month!

anuary Winners

-Large Pot:

-Medium Pot:

-Small Pot:

Venezian Lottery

through a satellite. No matter how hungry they were, however, they would never dare to eat a penguin.

Why didn't they try to hunt them?"

This Month's Pot: R\$2000

Requirements

Buy Ticket 🥌

Have BC 😂

Rules and Regulations

COMING SOON.

Join here: http://www.roblox.com/My/Groups.aspx? gid=2705080

Veteran Discount

Coming Soon.

Code

Coming Soon.

Crossword Puzzle Coming Soon!

Comic - Coming Soon!

Honor, Courage, Commitment, Honor, Courage, Commitment, Honor, Courage, Commitment, Honor, Courage, Commitment,