

# Alliances

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# Angels of War

Angels of War were established in 2002 for Saturn Round 4 and lead by Father.

Saturn 4 the first round of the "new code" and as such there were some fractured/small alliances looking to find their feet against already organised alliances.

AoW brought together some of those alliances and players under one banner in Gal 1 allowing time to learn the game and have a few fights along the way. As it turns out AoW were one of the few alliances to mass invite people in the round, something which had been more common in previous games.

# BlackRider Commandos

**Motto: Listen closely and you will hear us coming**

At the very beginning of Dark Galaxy BlackRider Commandos were there.

After approx 1 year, the alliance leader asked me to take over the leadership role as he was unable to continue playing. BRC were the greatest group of young men and women I had the pleasure play an online game with.

Through 7 years we grew together and many of the same teenagers became wonderful young men/women.

Now looking soooo far back...I can smile and remember the laughs, smiles, hugs and frantic battles.

The young men are now men with careers and families. Us ladies gained more wrinkles and family to love...and I feel a small sense of pride playing a small role in their lives as their leader for a period of time.

My final wish is for heaps of love and happiness for each of them. For Scan, Zedd and Frosty my sincere thank you for allowing myself and BlackRider Commandos to be a part of your wonderful Dark Galaxy community

----- Treesa

Sadly Treesa passed away not long after writing the above.

# Dalaran Commonwealth

# Dark Empire

**Motto: Mess with the best, die like the rest**

# Galactic Generation

# Galactic Police

An alliance started by the original game founders Zedd & Scan,

Not much is known about the early days. Later the alliance was resurrected for the 2020 Beta round with the aim of trying to help and shelter new players.

# Losers for Real

The start: Mon Aug 23 18:10:24 2004

- 18•46• |@[BRC]Ingus| how about the tag [LOREAL]
- 18•46• |@[BRC]Ingus| no matter about the name part
- 18•46• |@[BRC]Ingus| but the alliance message could be
- 18•46• |@Whilibarj| well, as I said, the name part I don't mind :D
- 18•46• |@[BRC]Ingus| "because we're worth it"

Onix

# Romanian Federation

# Running With Scissors

**Motto: Clip Clip Clip**

RWS was created on June 8th 2003. ( give or take a day )

The background; We all started round 5 as Reservoir Dogs ( RD ). RD had the tradition that it wasn't really important who was admiral. A new person was admiral every round. Round 5 BigD was the admiral of RD. A few did not approve. BigD was controversial already back then.

After a while Riithi went more or less inactive. BigD wanted top preserve our average score ( we had the best! ) and therefore he kicked Riithi. Riithi was co-founder of RD, and naturally he got really pissed. Kicked from his own alliance. He made a thread in DG forums and that thread ended things for many of us.

We had all seen... felt that RD had changed... especially those who had been in RD since the start in R3. Everyone who played in RD was extremely proud to play in RD and to be part of the RD-thing. Back then RD stood for something new and unique in Dark Galaxy.

I'm explaining this so that u understand just how powerful Riithi's post was.

When members read it no-one wanted to go on playing. It was like a father rejected and deserted a child.

For 24 hours this highly active alliance just... stopped... and ppl just froze... paralyzed somewhat.

We were currently in several wars, but all our opposition agreed to give us 2 days to re-organise and get back up again. So we didn't have much time.

A new alliance was born. About 30/40% of RD members came to the new alliance and kept playing. Our name became Running With Scissors. It was Cricket ( then in FBL) who gave us our name. This was our starting thread. Just a short message really.

Round 5 ended well for our new alliance. We were about 35 ppl and we ended #10, which was a pretty decent result I think.

When RWS was started it was at first meant to be just a way for us to keep playing the round. We didn't have any longer plans than that . But when R5 was over it was clear that RWS could perhaps go on. We were hungry. And R6 was gonna be the first round with free sectors... we started counting... and we realised we needed a few more good players to accomplish what we wanted.

The interest was amazing... Several hundreds showed interest.

The summer between round 5 and round 6 I interviewed approx 200 people. Pretty much the same questions u have seen in the current form, but back then it was basically done with long interviews with each and everyone of those that applied that seemed to have potential.

RWS did very well R6. We had a very good score per member.

We finished the round as #2.

Round 7 we ended #1. Best results so far, but it was a round with troubles internally.

It taught us clearly that winning means nothing unless one has FUN while winning.

The alliance was too focused on score and there was several incidents with irritations between members of various kinds. I failed in stopping the nonsense and the fights.

And if that wasn't enough, there was constant flamewars against RWS in DG forums and it affected us all badly.

This is the main reason why RWS had to change a bit for Saturn 8.

Still being a hungry and ambitious alliance, but try to regain a higher level of respect and friendship as well as team spirit and generosity between members. A few that does not share this view was not invited back for Saturn 8.

----Darkest Queen

# Code Of Conduct

"Christ that's dry, it's not like we need one. But if we should summarize a lil bit .. I think these are the only ones we need:"

1. Make sure you have more fun than the enemy
2. Take planets!
3. Be cool. Laugh at flammers, they aren't worth your attention anyways
4. Be active! Fleets shouldn't be on the ground!
5. Treat your allymates as if they were your lil brothers !
6. Stay within DG rules; don't cheat!

# Squadron of Light

# Wolfpack