
Subject: More War Stories (just happened)

Posted by [Anonymous](#) on Fri, 03 May 2002 19:45:00 GMT

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Heh, so I'm GDI on Mesa. After I save enough money, I buy a Med. and take the long way to the NOD (FU ACK) base and when I round the corner, I'm happy to see two things; no mines, and everyone's attention has luckily fixed on the returning harvester, which means they don't see me - which kinda bothered me - the other team was composed of decent players who had almost bugged successfully TWICE had it not been for the mines I placed after asking my team to do it about 7 times...Well, my TARGET was the Power Plant, but I decided to go with the airstrip. Well, one gin coming out of the refinery sees me and starts running towards me. So I have enough time to plant the timed C4 and then mine the entrance. By this time the gin had gotten to the 'strip and saw my mines. Rather than do the smart thing and take one for the team, HE STARTS TRYING TO DISARM THEM, all the while my timed and remotes are ticking away on the MCT. So one guy spawns in the strip and starts shooting at me. (Life Lesson: just jump around with the trigger in your hand until your timed go - NEVER get into a firefight when you've got C4 in the oven!)Well, needless to say I took the Airstrip down and NOD (FU ACK) was only able to produce one flame tank that three (not lying) technicians followed until it was finally destroyed.***Another thing: why, especially on a map like Mesa (but it works for others, too) does a team automatically think they've won if they take out the enemies' means of producing vehicles? If anything, it requires even more tact afterwards, as the entire base buys premium infantry that can chew through tank rushes in seconds.***Earlier on that same server, I had been teamed with the proverbial tweedledee and tweedledums on Walls_Flying. First our PP went down. Then the ref. Then the weaps. So I decide to gamble. I was a Hotwire and bought a beacon - somehow I was able to get into our tunnels without getting shot at or run over. My intuition was telling me that the only way they would have been able to stage such an impressive first assault would have been if they had neglected to set up an active defense. Turns out my feeling was right - strolled into their base, no mines in the tunnel, no mines in the hand. Planted the beacon on the pedestal and defended it until it completed its countdown - though only one gin tried to disarm it...My only regret is that a team that allows almost their entire base to be destroyed in the first ten minutes doesn't deserve ladder points...but I got a good 70 or so out of that round plus an MVP, so I'm not really complaining. [May 03, 2002: Message edited by: destroyax]
