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Subject: stories of C&C

Posted by [Anonymous](#) on Thu, 04 Jul 2002 10:21:00 GMT

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Lol.Had a couple nice and fun games today, although they were frustrating at some points, as (almost) all games is.On mesa after our airstrip was destroyed i got a GDI APC (At one point Nod had at least two GDI APCs) (from the GDI airstrip rush) and pulled a nice solo-raid on the GDI power plant while everyone was busy fighting in the cave . Not a single guy in the GDI base I repaired the APC to green and went back to base, repaired the APC fully and picked up a vehicle. I think another jumped in too. I drove to the GDI barracks, jumped out and planted a nuke beacon while the APC covered me and the beacon against another GDI APC. I was killed shortly after the beacon was planted, but it went off, and so two GDI buildings was credited to me. (for a short while i was MVP too) We did another APC rush at the wep fac, but it failed. (a beacon already set when i came got disarmed and i was killed before i could set my beacon.)Since we didnt have vehicles we did a few black hand assaults (very nice teamwork. People gathered at the obby and together we rushed. We did two attacks, but i was killed before i could plant a beacon in the first one. The second one was the one i find most remarkable and which was very nice and fun. With a minimum of talk (none at all, except "meet at obby for another rush, everyone with beacon") a perfect strike team was put together. A few stealth black hands with beacons, a laser chain-gun black hand, a tech for healing, and me as a black hand sniper for cover.We aproached the GDI base and did a stealthy aproach. I snuk into the bunker, the laser-chain-gun dude hid behind the barracks and the Stealth hands went in. Everyone used perfect tactics and everything was so co-ordinated, even without anyone saying a word, it was such a nice feeling of a perfect attack going well with a perfect strike team. It was really fun sitting in GDIs own bunker sniping them. (well, i only got one, but it was fun anyway )The worst thing was that at least two GDIs noticed me, including a med tank, but none came back to kill me, before after a long time. (the laser-chaingun dude took care of the med tank, again a exsample of a perfect attack team )I got killed, and was on my way back to sniper more when someone finally got the Wep fac and we won.Nothing special, it was just a very nice and fun game, and a example of good teamwork

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