
Subject: Re: The problem with CarrierII

Posted by [nopol10](#) on Wed, 30 Dec 2009 23:39:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

CarrierII wrote on Thu, 31 December 2009 00:46rofl. For those of you interested in the story...

Map was Walls_Flying, I was GDI, and Surth was Nod. Due to a silly spat of tit-for-tat building kills, both sides were reduced to a Rax/HON and a Ref, then GDI's Rax got nuked with sniper cover. We still got pretty close to a disarm though.

In the confusion of all the building kills, there was a lot of tank thefts, and when play settled down, GDI had a stolen stank.

I, half jokingly, suggested I could get into Nod's base with the stank and ion something. (The last attempt, involving another player as a hotwire in the stank to C4 the ref failed because I put timed on a sak's butt, which naturally caused her to respawn in the ref and the stank had to run)

I got in, past a player walking in circles for no obvious reason and drove all the way behind the destroyed strip and PP and parked the stank by the ref silo. I got out, and placed the ion.

Surth's post pretty much has the rest, although I did shoot the only engi not blind enough to not notice the ion right behind the ref silo.

ROFL.

This is completely off-topic and should be split by your good self.
