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Subject: STORY: The Scorpion's tale.

Posted by [KIRBY098](#) on Wed, 23 Jun 2004 17:35:12 GMT

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He situated his base on a mesa with resources about 50 yards away. He had been assigned the unhappy task of guiding a mutant faction in rebellion against a nearby Nod facility. This threw him because they utilized a conglomeration of units from the great war, Nod and GDI, as well as civilian vehicles. One ridiculous option was a mobile home with rocket launchers. He set up defenses quickly, preparing for the invasion to come from the other more experienced player, knowing that any attack he mounted would be useless against a well defended Nod base with an experienced commander.

He decided to use treachery, just as the mutants would. With limited means he knew that his best and only bet was deterrence, and defense followed by surprise attacks on an unprotected flank due to overconfidence.

He developed a nice anti-air defense, built with the weaknesses of the real Nod base he had come from prior. They would get one or two, but only at the cost of their entire force. Then he built individual fire teams stationed in Tiberium fields. Each unit was comprised of three rifle men, with 3 rocket soldiers backed up by Nod based rocket bikes. They wouldn't last long, but would allow his deception time to work.

He then developed a strike force based on great war style mammoths, mobile home rocket vehicles, and followed up by apcs loaded with a rail gun equipped mutant, and engineers. He then had a specialized unit steal one of the enemy scouts. All these specialized units he moved to the northwest quadrant, and braced for the onslaught that would come. The artillery hit him about the same time the air units attempted to penetrate his defensive grid. The air units dropped like flies, and the enemy commander knew they were toast before they even got to the target. He redirected them to kamikaze into the nearest power plant in an attempt to power down his hodgepodge forces. The tactic partially worked, as harpy after harpy crashed into the dome. Power went offline as Sergei desperately attempted to repair his plant.

His command and control structure went away as the radar went out, and he was forced to direct fire by line of sight. His defensive squad stuck together, and hit the lead elements hard now that they were moving to break into his base, as he attempted to kill the artillery. Power came back on in a flicker and he saw his situation laid out.

It didn't look hopeful at all. The enemy had stripped his base of every useful fighting unit, and sent them pell mell into the fray. He used this opportunity to strike. He used the captured scout to sneak into the Nod facility, which he then crashed into the nearest power plant. The hijacker the swiftly hopped into an abandoned light tank as he pounded what was left of the structure. The mammoths hit the weak northern wall hard, and took the bulk of laser turret fire that was now being brought to bear. Then the power went down, and the Mobile homes streaked through the gap in the wall. They went to town on the MCV, and the APCs rolled in behind them. The ghost stalker jumped out, and blasted what units the enemy was mustering at the weapons factory. Now it was the engineers turn. They charged into the Refinery, the barracks, and the nearest power plant. He immediately started up the cyborg production bay in the hand, and created a defensive perimeter around his captured buildings. The mammoths limped into the center of the perimeter, and lobbed shells into the Weapons factory, and it's surrounding units, as the Mobile homes

zipped in and out of buildings denying a line of fire to the meager defenders.

Sergei wasn't faring much better at home though. His defense core was rolled over quickly by a legion on Cyborgs, and rocket bikes, backed by lights. They had pounded down the wall, and destroyed the defenses guarding it before the enemy realized he needed to split his force to save his base. They drove hard into his inner defensive ring, which Sergei had cleverly interwoven with the three technologies to create a nasty little trap. Sergei knew this was the last gambit. He ordered his remaining mutants out in the field to hit the artillery , and then move inward to hit the rear flank, once the divided force rolled past to save their base.

The artillery died quickly, and they lashed into the rear guard hard. They couldn't have done it themselves alone, but Sergei's defensive ring was holding out better than anticipated now that the artillery was no longer a factor.

Back at the Nod base, cyborgs were now raising havoc, and destroyed most everything useful. They finished the northern structures off, and Sergei ordered them south to brace for the coming battle. Then he thought better of it. With no structures left for production, the enemy was forced to rely on what remained in his arsenal. He ordered the buildings he captured rigged for destruction, and focused all units on taking out the weapons factory which they did with little effort.

Then he ordered them west after destroying anything useful including his captured facilities. If he couldn't win by numbers, he would win by attrition. If he could draw them into the Tiberium fields, his cyborgs would have the advantage of the regenerative properties of the stuff.

That was IF he could survive the destruction in progress at home first....

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