

---

Subject: More War Stories (just happened)

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

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

---

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 ]

---

---

Subject: More War Stories (just happened)

Posted by [Anonymous](#) on Fri, 03 May 2002 21:45:00 GMT

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

---

I have a story. Were on walls\_flying and all the idiot rambos were on GDI and all the vets. and good players were on my team (NOD, Nod) Well naturally orcas have this glow around them that attracts n00bs like moths to a lamp. I bought a tech and a nuke. Next I ran to their base and in the tunnels while the orcas massed overhead. After that I placed the beacon on the pedestal(no resistance) and layed prox mines and remotes around it. Well one hotwire tried disarming it but naturally failed, he must have been \*\*\*\*ed because he was yelling at his team " NUKE IN BARRACKS HELP ME DISArm IT!!!!" on global chat. Well again he only came and by that time I ran out and the nuke hit, we won and I got MVP, I also told that hotwire I know what thats like because most of the time i'm stuck with retards and can't switch teams. we both laughed.

---

---

Subject: More War Stories (just happened)  
Posted by [Anonymous](#) on Sat, 04 May 2002 09:42:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

what the hell is a gin

---

Subject: More War Stories (just happened)  
Posted by [Anonymous](#) on Sat, 04 May 2002 10:02:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

enGINeer. common sensewhat's fun to do is get an orca and hotwire and guard your base on maps like walls flyingjust fly around, look for nukes and disarmfun stuff

---

Subject: More War Stories (just happened)  
Posted by [Anonymous](#) on Sat, 04 May 2002 10:07:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

H3liCat Great strategy....

---

Subject: More War Stories (just happened)  
Posted by [Anonymous](#) on Sat, 04 May 2002 11:01:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by JSMaTT:what the hell is a ginA shorter way of saying engineer, as H3licat pointed out. The longer sentences you type, the more likely you'll get boinked. Then again, you could be like most players and single-handedly try to deal with the threat rather than call for backup. "GIN IN PP" is a lot faster than "ENGINEER IN POWER PLANT"

---

Subject: More War Stories (just happened)  
Posted by [Anonymous](#) on Sat, 04 May 2002 13:11:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I personally like engy.

---

Subject: More War Stories (just happened)  
Posted by [Anonymous](#) on Sat, 04 May 2002 13:50:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i like engie i typ pretty fast so that one letter doesnt realy matter.but sorry no war stories

---

Subject: More War Stories (just happened)

Posted by [Anonymous](#) on Sat, 04 May 2002 22:04:00 GMT

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

---

or you could jsut ctrl+alt+0 defend the power plant. Although after awhile of radioing refine and pp when apcs went to the rear of our base, my team blamed the loss of our power plant on me. it was at half life for like 30 seconds and they said i was spamming so no one listened to me. He told me to stop spamming right before the plant blew up. wh0r3 (I couldnt stand 5 asterisks replacing my slur)----- StoryIn that same game on flying walls, after mining the base I got a stealth hand, nuke, and transport a few minutes before plant went up. I believe we lost the plant right after I got the trans. I loaded up my transport with 3 nod engineers. Of course it wouldn't do much to a building, but i didnt really give a \*\*\*\*. I flew past 2 orcas, and i didn't blow up until i was in the middle of wf roof. I should have been a bit lower, but as a stealth nuke with 86 life 100 armor, I hid beneath the little ramp that goes to very top of the WF. After watching my teammates scatter and die I waited about a minute until the orcas and havocs got bored and left.I went to very top of wf, crawled down to the corner ledge furthest from all the other buildings. I planted my nuke and then c4'd, as usual. I went back beneath the ramp and waited. An orca came, hovered over the nuke, and called for help from his teammates. After a bit an engineer came up to my nuke, and I guess he fell off the building, cause he disappeared I watched the orca leave and strutted back to my base without losin my stealth.We ended up barely winning this game, because nod lost the pp, but gdi had no refine or wf. For some reason we had no harvester.... literally. I saw a cargo plane go past our airstrip and nothing came out...so we were poor \*\*\*\*\*s. Luckily we had a sakura who had yet to die, and he bought me a light tank and we won by less than 100 points And yup, i was #1 on my teamBit long, but it was worth it[ May 04, 2002: Message edited by: H3liCat ]

---