Subject: stories of C&C
Posted by Anonymous on Wed, 24 Apr 2002 21:57:00 GMT
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i thought it might b kind of cool to put some stories up about things we have seen or done while playing, cause i always get a good laugh from a noob doing something stupid and the like

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Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 03:57:00 GMT
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I've seen someone trying desperatly to repair a destroyed war factory. As an engy using his blue ray , he was in front of the MCT until i put myself between him and the MCT and told him to stop because it was useless...   [April 25, 2002: Message edited by: n00by 0ne Ken00by]

Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 04:12:00 GMT
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My son was playing on NOD, C&C Field map, and they were seriously under seige by 2 mammies, several med tanks, and a couple of apc's. As time was running out, he bought a buggy, became a techie, and proceeded to cover the buggy with prox mines.It was a completely futile gesture, but it was very funny to watch him fly over the ramp next to the hand, rip around the corner and smash headlong into a couple of apcs with a huge explosion.
http://192.41.19.35/animal/goallout.wav

Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 05:27:00 GMT
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This has happened to me a few times in one form or another to me.I planted C4 on the refinary on Islands. I waited for the timed to go before setting of my remotes. With the Refinary gone I made a run for it. Two MRLS were lingering near the weapon factory, so I wasnt going anywhere. I then lingered in the Refinary. Someone spawned and went to a PT. He bought a Mobius skin but didnt exit the PT, I took him out wit the pistol and legged it to the Wep fac. I was able to kill 4 more doing the same loitering tactic. A Hotwire, a Patch and two Officers...Eventually I was killed by a trio of Base level units as I ran around the wep fac..[April 25, 2002: Message edited by: The Argon Array]

Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 08:30:00 GMT
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once i went into a game late inthe game (1200 min left) and was a soldier and ran over to the nod tunnel exit in under to my dropped an officer there ran down dropped my c4 ran back up , i got somebody with that then a rave.. and mendoza ran from the tunnel ran right into me , turn around and ran back down the tunnel , lol

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Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 11:21:00 GMT
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i saw a noob trying to kill a mamy with a pistol the mamy driver said yawn all the tim and he ignored the shooter

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Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 13:36:00 GMT
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aight i got one...i told some noobs that the alternaative raveshaw (mutant) could heal in tib, and told him that it was just a glitch, and his health was reallly going up...so when he died i told him about the snipers on OUR team....tried several times...died,wish i got the points tho....

Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 13:57:00 GMT
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People on my team using repair guns to "attack" enemy tanks. Didn't really think it was all that funny since it was a mammoth attacking what was left of our base.

Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 14:00:00 GMT
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I was plying with some noobs in complex and my team had taken the ridge at the beginning and was not going forward any more and this made me mad so i said follow me and charged down the hil to met a small pack of nod noobs who were both dropped by me , another on the airstip and one inside the building , planted c4 about 10 health left i charged back out of the airport and dropped 1 more before i flew in the hand

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Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 14:08:00 GMT
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This was pretty odd but funny. Not too long ago, I was in a game (C&C_Volcano) and everyone would pile up in the center island between the two bridges, and when the host gave the word, everyone whould just stand where they were and just kill whoever they could. It didn't matter who you were you just bought some one and killed

Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 14:28:00 GMT
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lol

Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 20:01:00 GMT
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n00bs are responsible for a whole lotta fun, in my opinion. Unless they're on your team, which is not fun at all. Still, you don't really know funny until you see engi's trying to shoot down chinooks with the repair gun.

Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 20:21:00 GMT
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i love when they tey to kill u with it , i let them and drop everybody else on their team with their help   hehehe!

Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 22:00:00 GMT
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True story I kid you not. I was on the mesa map as Nod, crusing in my buggy, and I see a med tank being driven by a nOOb. Since I like to do sucide, I attack it and I keep circling around it. And saddly, I blew it up. It took about 10 minutes but I did it. That was a sad day in GDI history, but was funny to watch. lol [April 25, 2002: Message edited by: jindi007]

Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 22:01:00 GMT
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Sorry, I typed it twice[April 25, 2002: Message edited by: jindi007]

Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 22:12:00 GMT
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Last night I pulled a n00b move....It was flying_city, and I was on the side of the noble GDI. We were trying various apc rushes, chinook rushes and the like to the power plant, when a fellow and I dicided to humvee it to the Hand. We made it in, i planted my c4, but got whacked before my remote could detonate. Every other structure was heavily mined, but for some reason, they weren't mining the hand.Well, I went back again....same story. Got a few timed down, and then WHACKED before I detonated my remote.By this point I had a serious grudge against the hand. So I kept spamming the comm "Guys, the hand is not even defended, attack the hand." I went back again, and failed to lay all my mines (this usually never happens to me as I'm quite good at hotwire rushing). Well, needless to say I was frustrated. I kept spamming the comm desperate for the dang thing to be destroyed. Finally, someone got sick of my spamming and yelled "DUDE, YOU BLEW THE D@MN THING THE FIRST TIME YOU TRIED!!! IT'S BEEN BLOWN FOR A LONG TIME!!!!!" Boy did I feel stupid. I'd wasted about three rushes on that bad boy....what a n00b.

Subject: stories of C&C
Posted by Anonymous on Thu, 25 Apr 2002 22:40:00 GMT
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I stole a gdi apc from their base with my stealth black hand, Drove to our base loaded it up. Backed it into their base with a nod buggy "attacking" me rolled down 3 engy's dropped off 3 techs. Drove back to our base and killed a medium tank that was hitting our refinery, He had no clue. Loaded back up went back to their base and game ended as we drove in.

Subject: stories of C&C
Posted by Anonymous on Fri, 26 Apr 2002 08:25:00 GMT
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I was playin volcano with some decent but stupid players, on both teams , gdi didnt mine anywhere , advantage me, i was a blackhand sniper , our airport went down eary then our power plant ,so as i sniper i grabbed a nuke beacon , and ran to their weapons factory , dropping 2 stupid havocs on the way , the planted the beacon dropped the engys with my rifle , boom no more factory , u think they would have mind , nope i did it again to the refinery , by the cave exit in the corner, nobody even found it, then our refinery went down , so i went to do it again across the back way, and saw a abandon mamoth tank in the green , so i ran and got in that , stupid ppl leaving their only tank left alone , i dropped their pp , and was going after ther barracks , it was in the red , when our hand went up ,

Subject: stories of C&C
Posted by Anonymous on Fri, 26 Apr 2002 12:24:00 GMT
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Once, I had a Medium Tank on the C&C Under and a noobie starting attacking me with it's repair gun (enginner) when I destroyed his Light Tank. After he fully repaired my tank, I ran him over! I then told him "Thanks". [I bet he learned a lesson.]That's all for today, bye.

Subject: stories of C&C
Posted by Anonymous on Fri, 26 Apr 2002 13:52:00 GMT
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I think the reason newbies try to "attack" you with the repair gun is because in SP, enemy engineers can actually damage you with the repair gun. And the newbies think this also applies to MP.

Subject: stories of C&C
Posted by Anonymous on Sat, 27 Apr 2002 17:29:00 GMT
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no, they just think so because it's nod weapon against gdi, gdi weapon against nod, etc.The thing is, it's not a weapon Particle Noun, that was **** stupid deadmanwalking, i've been in those kinds of situations and ****et i hate it whewn your team can't defend... the whole team except you, cant even save 1 building4 engioes repairing counters most anything

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Subject: stories of C&C
Posted by Anonymous on Sat, 27 Apr 2002 17:32:00 GMT
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I was GDI on canyon.As usual, the play was quick and frantic.gdi had lost all our buildings but 1I forget which, it was probably refineI got a nuke with my engineer and had 2 or 3 people cover1 other person had a nukeWe ran through the halls, into the already destroyed hand, and we both placed our beaconsthe 3 of us guarded the 2 ion cannon beacons while we shouted to our team to defend for just a little bit longer.... **** themour refinery went down3 seconds into the scoreboard, we heard our 2 ions going off...**** them!

Subject: stories of C&C
Posted by Anonymous on Sun, 28 Apr 2002 18:56:00 GMT
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i've destroyed artillery/missle launcher things with snipers, its sad =/

Subject: stories of C&C
Posted by Anonymous on Sun, 28 Apr 2002 19:05:00 GMT

I think it is funny when some stupid newbie destroyes the fact/airstrip before anything else on a base defense map... Stupid other team keeps vehicle rushing and giving points to our team who just sits there and defends because we cant attack... Obviously we always win by points... All due to some stupid newbie destroying the fact/strip first...

Subject: stories of C&C
Posted by Anonymous on Mon, 29 Apr 2002 00:00:00 GMT

once i realized, when playing in the map Under, that the enemy tunnels weren't mined, i got 3 other people to be chem warriors. And they followed me and it took like a while (well 4 chem warriors are somewhat equivalent if not more powerful then a flame tank) to take out the power plant. And guess what...nobody came in to kill us or repair and it wuz a 20v20 game.

Subject: stories of C&C
Posted by Anonymous on Mon, 29 Apr 2002 00:20:00 GMT

On C&C Islands. I was a engineer and had just damaged the war factory with some c4. I saw an MRLS driving to our base. So i got my pistol and started shooting at it. And believe me the pistol is pretty strong against MRLS. I followed him completely to our own base while shooting him. I almost destroyed him with just a pistol. At the end i shot the vehicle completely in the red. After that a tank drove me over, but the guy in the MRLS never had done anything to me.

Subject: stories of C&C
Posted by Anonymous on Fri, 28 Jun 2002 11:27:00 GMT

i just had a funny story recently. i nuked the warfactory, then got a crate, w/ a refil, so i went back and and nuked refinary, then went back to base/getting cash for buildings ddestroryed, so i bought another, and got 4 buildings down, when allw as left was the barax, so i found a sniper rifle spawn, and climed the sky scr@per and shot the ppl dancing on the roof of rax, then some1 nuked the top, while i covered it... i was MVP too...

Subject: stories of C&C
Posted by Anonymous on Fri, 28 Jun 2002 13:19:00 GMT

Nice, I didn't think the boxes would refill your nuke beacon too.

Subject: stories of C&C
Posted by Anonymous on Fri, 28 Jun 2002 13:35:00 GMT
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Hehe I had some fun today...I was playing with hd1a32b and pysoSTORM we filled up the Tiberium Refinery in Islands wiht humvee's. tHne hte same to barracks.Thne we had bumper car war with sedans in the barracks which was alot of fun.We laso got humvee every structure on complex   --I also have differnt story.Once while i was playing walls flying I was jsut mssing around and stuff.We filled upa transport with 5 people then me (the pilot) ejected. because they were stil in it they were stuck (it wouldn't fall) they all had to jump.

Subject: stories of C&C
Posted by Anonymous on Fri, 28 Jun 2002 13:54:00 GMT
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I have 2 storys.------------------------A while ago, i had played in a chain of games w/ 20v20 and i was MVP every game so almost every one did what i said. so in walls flying, i had a great idea. first i sent a trans heli full of med level chacters to the center of the nod air strip (i was GDI) about 10 nod forses came to intersept before we all died i said "NOW!!!!!!!!!!" over the "all" chat system thing and little did the nod know that i had stationed 2 $1000 characters on every building. 1 on each set a becon while the other came to help us. the nod didnt know what hit them when all the becons killed them all.----------------------------the other story is like this: i was playing islands and we started w/ 300 creds. i bought a buggy while my team was waitin for some more cash. i drove into there base and someone ran out to kill me but i squished him and 12 others. then they bought a mammy and drove around trying to catch me but i weakend him so the driver (hotwire) jumped out and repaired it stupid! i just stole the mammy, killed there base, and became MVP.

Subject: stories of C&C
Posted by Anonymous on Fri, 28 Jun 2002 14:10:00 GMT
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I love doing that and Ialsnds is the best tank stealing map. Get a SBH and wait. Pick the one you like, kill the driver as he approaches from way across the map (BTW, don't buy your vehicle until you are at the wep fac unless you like to donate to tank stealers on your own team) then plug him with the laser in the head. Mammy fun for all!

Subject: stories of C&C
Posted by Anonymous on Mon, 01 Jul 2002 07:18:00 GMT
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One time on Volcano I was on GDI, we were losing, but me (as Mobius) and two Hotties managed to Ion their base by putting the beacon in that little nook by the tunnel. People kept rolling up to

disarm it, and we'd pop out and kill 'em. Well, flush with that success, I resolved to do it next time we played the map...so about 10 minutes into the game, I buy a Mobius and a beacon and head out. Beacon deployed, no one on Nod seems to care, I'm like, "Man, these n00bs ain't paying attention, this is a piece of cake." another 10 secs go by and I'm looking around and - d'oh ! - I notice the TR is already wrecked! Musta been a Hottie rush first thing in the game and I missed the message. And of course, through sheer stupidity, also missed the smoke billowing out of the thing when I ran out of the tunnel...what a jackass, I almost quit the game from embarrassment, but nobody seemed to know or care what I had been up to anyway...

Subject: stories of C&C
Posted by Anonymous on Wed, 03 Jul 2002 07:31:00 GMT
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Other day i was playing on Mesa and nod planted an beacon on barracks. A n00b with an Sydney was trying to disarm staying on top of it not allowing me and other 2 engies to do.

Subject: stories of C&C
Posted by Anonymous on Wed, 03 Jul 2002 22:08:00 GMT
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One time i was playin on walls flying im not good at tech or hotwire rushes on this map for some reason (this is the only map i have that problem.) anyway for some reason i was able to make it in wit my tech and i was able to take out the weapons fac at the same time we lost the pp. me not likeing to die i ran back to the nod base to refill and went to attack the gdi ref on the way we lost our ref and someone eles from my team nuked the gdi barracks anyway after droping a few gdi soldier wit my hand gun i hit the ref and around the same time we lost the airstrip sadly i dident make it out of the gdi base alive but i had over 2k so i desided to snipe i went to the mesa and shot at gdi for alil about 10 -15 kills later they tryed to kill me after fighting off like ten of em i went back to my base to heal i was gonno go back to the mesa but i new they would probly wear me down and kill me so i stayed on the nod wall shooting at gdi attackers. At a few points the whoel gdi team rushed nod and tryed to plant beacons but we got em disarmed. a friend of mien got a timed c4 on me but somone from my team disarmed it 30 to 40 kills later i noticed a gdi soldier running around the rock on the mesa and i couldent hit him so i just ignored him about 40 seconds left in the gmae i saw a shotgun trooper come up on the side and i couldent hit him so i kept trying forgeting. All of a sudden i die ...the guy running around the rock on the mesa was looking for a snipers rifle ...well he found 1 and with me not moving and since i dident c him i was an easy target. i got about 110 kills that game mostly from sniping but im such a n00b for not realizing what that guy was doin on the mesa i guess....

Subject: stories of C&C
Posted by Anonymous on Wed, 03 Jul 2002 23:11:00 GMT
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110 kills my Ass. You did not get that much! thats a bunch of BS!

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, altough 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 excample 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

Subject: stories of C&C
Posted by Anonymous on Thu, 04 Jul 2002 12:41:00 GMT
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LOL Big n00b story here.There seemed to be a bunch of n00bs on my usual server, and they thought that every vehicle destroyed gave you points. Even ones from your own team.As soon as one of them had enough money, he/she/it bought a mammy. And proceeded to c4 it, telling all the old hands on the server how to get more points easily.   I'd actually like to thank n00bs, for providing so much enetertainment!

Subject: stories of C&C
Posted by Anonymous on Thu, 04 Jul 2002 18:17:00 GMT
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i stole a mammoth tank- 3 meds and 3 hummers...and 2 apc... GDI couldnt have any vehicles, exept for the harvester

Subject: stories of C&C
Posted by Anonymous on Fri, 05 Jul 2002 03:38:00 GMT
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Well this is kinda a n00b story.We were nod i came in late on Walls Flying.Air strip and power plant already destroyed and gdi choppers making regular ferry runs to our base.I check the status of the game and discover that gdi has all of it's buildings intact. So since were basically screwed i saved my money for a stealth black hand. Finally got the 800 creds and bought it just as the tr bought the dust. So I sneak all the way over to the gdi base and sit in the corner waiting. One of the gdi choppers comes and lands and the hottie flying it starts to repair. I start runinng towards it i manage to run the length of the whole base and still get the chopper. She is still repairing me as i lift off. On the way back to my base hoping to pick up some engys and make a surprise attack, I notice to havocs sitting on top of the hillSMUSH!! the game ended 30 secs later.

Subject: stories of C&C
Posted by Anonymous on Fri, 05 Jul 2002 12:17:00 GMT
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You all should post this at http://www.n00bstories.com , that way we can rate your n00b and story. It's a great site and well worth visiting.

Subject: stories of C&C
Posted by Anonymous on Mon, 08 Jul 2002 11:41:00 GMT
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This is my favorite:I was in Complex. I was a Nod Tech and in a flame tank. As we were rushing, as we like to do on this map, I got wacked by a Mammy on D. I was right next to the back door of the WF so I ducked inside. Since we were wailing on the WF there were about 6 engies in a nice little semi-circle by the MCT going to town trying to keep the game alive. Not noticing me, I threw a remote c4 in amongst the group and backed around the corner. BOOM! "Bionk" go's three. Still not dead I did it again. "Boink" goes three more.   Unfortunately there was a dude behind me by then and I got a bullet in the back of the head. But it was fun! BTW love all of the stories. And thanks for the tips. They have gotten me up to 300 on the WOL rankings.