
Subject: A n00b story: Vehicle theft

Posted by [Anonymous](#) on Sun, 28 Jul 2002 16:05:00 GMT

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Here are two short stories for ya...Join GDI late in the game in walls. We only have the power plant, infantry barracks and guard tower left. I become a dead eye to shot down any aircraft coming in. Suddenly, our power plant is getting nailed. I see a stealth tank behind the infantry barracks. I hide behind the silo and start taking shots at him, hoping to draw his fire away from the power plant. It works. He starts firing on me and I hide behind the silo. And then he isn't shooting anymore...he gets out of his stealth tank, goes to the right side of his tank with his back towards the silo. How stupid can you get! So I wait til he's also done fixing it and jump into his tank. Wee!!! We win by a placed beacon!And now today....everyone starts with 700 credits. This is the map without a guard tower and with aircraft. So I take an APC and change to an engineer. I head to their power plant. Place all my C4 on the terminal and blow it. Now, a guy in an MRL saw me come in. I sit in the power plant and listen. He just left his MRL. So I run out the door to his MRL and hop in. Mr. Tunnel Vision hops in my APC and then gets out. Oops...I can imagine that he's probably swearing at himself. I take a nice few shots at the power plant and then, my C4 blows...power plant destroyed. We won that one too.It feels so good to do this, as usually people on my team will hop in an APC without killing the people in the power plant first. Hopefully I taught the guys a listen: NEVER repair your vehicle in the enemy base and NEVER leave vehicle with the enemy sitting inside your buildings. Take care of the enemy first or call for backup.SuperTech
