Subject: Kinda a bragging story. (Warning: Long - for a post)
Posted by Anonymous on Wed, 24 Apr 2002 22:05:00 GMT
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Heh - well, I ventured onto Gamespy for the first time in weeks to play Renegade since WOL is down...and I get onto this relatively low-lag server with this obnoxious pr1ck named [HNiC]Mastrmind or something to that effect in first place and being a braggart about it, too.The map initially was Walls_Flying - so of course, my first action was to try a tech raid - alone. I know it sounds Rambo-ish, but there are some times when I just can't team with people - base killin' on foot is one of those times (unless it's a gin raid, in which case I need at least one person for their extra C4).As my luck would have it, this as*hole is RIGHT outside the tunnels as I emerge in a Hotwire and starts blasting the hell out of me - to his credit, his aim was decent.So, I get killed, only to hear - "Yeah, f4g0t, don't bring that sh*t here." So, obviously, I go into "not a game anymore, let's teach this pr1ck a lesson" mode. So I suit up with a beacon and a stealth, get to the other base (well-mined, except for a hole in the veh. entrance that was never fixed) and take out their PP. Mastrmind starts yelling. Then our PP goes down.As I run back into base, I sacrifice a sh1tload of credits to buy a tech to mine the pedestal and then use my remaining credits to buy another stealth suit and beacon. On my way into the GDI base a second time, our Airstrip gets blown - I couldn't care less - as I have the second target in sight - the Barracks. I plant it under the ramp on the right side and set c4 a little far out from the beacon. Sure enough, two hotwires and a gin come to disarm - I kill one 'wire and the C4 does the rest - the beacon had barely a sliver left as it detonated. Two down.Long story short for this round, I get the disarming party again on the roof of the weaps with the C4 and claim a hat trick for that round. They ended up holding their refinery and winning, but I was MVP, Mastrmind had long since shut up, and it was GSA, so it didn't matter.Next map, City_Flying. After a few iffy invasion attempts, I mine the PP so well GOD couldn't get in. Mastrmind tries an APC raid only to get in a dance with my remote C4 and lose.Not wanting an encore, I buy a tech and buggy and make my way over to their base. I find their PP entrance unmined...still suspicious, I work my way to the MCT only to see the area in front of it is mined pretty **** well, but sloppily. I take two mines and open up a route to get C4 on the MCT, and blow the PP.Oh man, you shoulda HEARD the adulation (ok - it was only one person *sigh*) and curses that followed. As is customary, when I'm heavily damaged in a tech, I strolled into the middle of their base and pointed my repair beam to the sky as my way of giving them all the finger   and got an express trip back to our base.Ok, BEACON time. My first target is the refinery. Now that I've neutralized their defenses and doubled their costs, I want to eliminate their money supply. I plant the beacon behind the smaller smokestack and once again offset plant my C4 charge.To my surprise, THREE hotwires and a Soldier cover come up. I kill one hotwire, and the C4 kills the other two - followed by me lasering the cover, who was pretty screwed up by the charge. Boom. Got structure two - a comrade planted a beacon at the barracks which closely followed my own.COULD I GET ANY MORE BRAZEN? Yes, yes I can. I work my way into their base a third time to see both the barracks and weaps HEAVILY mined (even the ramp up the side of the weaps was covered in proxies). So, not wanting to plant the beacon in a conventional place, I put it right under the ramp and again set my C4. Well, as was no surprise, all hell came out for the beacon - a stolen Buggy (probably my own from my PP raid - gotta love n00bs who steal before investigating), FOUR hotwires, and a grenadier. Well, I cap one hotwire and the C4 takes the other three all the while while I'm dancing with the buggy trying not to get run over. And as I'm jumping around and firing, one of my teammates takes out the dormant AGT. Things are very good - except for 3/4 of the GDI team trying to kill my ass.So, after we won (the beacon did successfully detonate) the server shuts down seconds after the final

score screen appears. My guess is that Mastrmind was the server host. But still, two hat tricks in one night - I can go to bed happy.   Too bad it didn't count to my total or I'd be over 200 structures destroyed.[April 24, 2002: Message edited by: destruyax]