Subject: STORY: The Scorpion's tale.
Posted by KIRBY098 on Fri, 28 May 2004 13:54:33 GMT
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At the end of the main road out of the base, there was a large gate which wasn't powered anymore. Apparently the power had been taken out which was evidenced by the Large laser towers no longer firing. He couldn't get out that way with the buggy, and the hole that the Titans, and wolverines had come through was a good way to get killed by GDI coming through to reinforce the battle lines. He was going to have to either abandon the buggy, or find a way to power the gate up. He decided to park the buggy in an alley between what was left of the comm. Center, and the Tiberium Refinery.

He got out of the buggy, and crept by the comm. Center. There were GDI troops here and there, and he had to duck back into the comm. center doorway. The door snapped open, upon recognizing his IFF transmitter in his Nod badge, and scared him half to death. Just then, he heard footsteps coming in his direction from where he had parked, and he jumped into the comm. center and let the door snap shut again. Behind him was a mess of hanging wires, and smoke.

He couldn't see much through that, plus the emergency lighting had a dull red color that made it difficult to see. He should have taken the helmet, he thought. It would have had Infrared, or some other device to help him see in this darkness. Curiosity, and fear of being shot outside led him to go deeper into the facility. He would try to find things to help him survive, after he laid low long enough and was able to evade GDI patrols. This facility seemed to have emergency generators for some equipment. He passed a 3-D representation of the base he was in, and it's current status. He noticed that most of the southern structures were labeled as destroyed, as well as some of the northern structures. He saw one light indicating a power plant wink out,

This base was getting rolled, and hard. He walked past the display, and down the steps leading to a lower level. There were bodies down here, and he saw that an intense firefight had taken place. Screens were ruined by bullet holes, and hung in awkward positions by wires that no longer fed information to them. There were two doors here, one led left, one right. Both were locked, and weren't automated like the entry door. What now?

In the center of the room was a console with a dead Nod officer slumped over it. Apparently, both sides had managed to wipe each other out at the same time so there was no victor in this battle, and the Nod officer died protecting this panel. Sergei assumed this was the way in. He pushed the body off the console, and searched it for what may open this door. He found it in the form of a key

Finding a slot to insert it, he slid the card in, and the panel asked him to choose a door. One was

He chose communications, and the door on the right slid open. He grabbed the card, and ran for the already closing door.