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Subject: The Value of a miracle

Posted by [Anonymous](#) on Fri, 29 Mar 2002 11:06:00 GMT

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I was playing an hour game on one of the USA servers just yesterday and on the map Mesa, I think,(ie.3 passages to the enemy base + under ground tunnels)It was a very very long game. With me on the Nod side, unfortunately at the beginning of the game will we were flame rushing the GDI base they managed to get our airstrip, while we got both their Factory and Refinery. While our team was in the lead by about 3000 points the game was very slow without vehicles and was at a stalemate. However a lot of our people kept trying to Nuke the barracks by themselves and ended up losing points to the enemy team. It wasn't so series at first but towards the end of the game we realized that GDI was catching up on score from disarm the nukes.Realizing this most of the team withdrew to hole themselves up in the barracks. Yet despite repeated suggestions by me and the majority of the team. Some idiot STILL kept planting nuke beacons where they could be disabled and thanks to him GDI over took us. score was something like 23k to 23.3k when there was only 6 minutes left to the game.With few options left and single or even double nuke beacons ineffective. We gathered up 7~9 or so Stealth soldiers ALL with nuke beacons. Together in a team effort I have never seen before, I led the guys down the tunnels. No-one was guard the opposite side of the GDI opening We circled around the dead factory and refinery. And there right behind the barracks. All 8 or so of us set our Nuke beacons. And it was sweet hearing EVA announce the multiple activation of nukes.Oh the opposing team tried to disable the nukes alright. That's when the fireworks started, I don't think we killed a lot of people but with all the lasers flying around they couldn't disable ALL of the beacons.The rest is history.Anyway it was one of the best games I ever played and it's amazing what a team can do when it's desperate.My WOL is DaCidre. If anyone of you guys were in the game, I was wanna say thanks for a great game!

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Subject: The Value of a miracle

Posted by [Anonymous](#) on Fri, 29 Mar 2002 11:27:00 GMT

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miracles are nice eg - when a cheese pasty falls from the sky

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Subject: The Value of a miracle

Posted by [Anonymous](#) on Fri, 29 Mar 2002 16:01:00 GMT

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Ya, that's awesome - just wish that kind of teamwork happened more often...

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Subject: The Value of a miracle

Posted by [Anonymous](#) on Fri, 29 Mar 2002 16:34:00 GMT

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love those teamwork stories! be nice if they'd rub off on everybody..

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Subject: The Value of a miracle

Posted by [Anonymous](#) on Fri, 29 Mar 2002 16:41:00 GMT

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Teamwork is exatly what renegade is missing.It would be a lot easier if you could talk to the other player not having to type long messages. I have played very few games were you can get a decent team effort.

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