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

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Subject: A n00b story: Vehicle theft
Posted by Anonymous on Sun, 28 Jul 2002 16:28:00 GMT
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Agreed

Subject: A n00b story: Vehicle theft
Posted by Anonymous on Sun, 28 Jul 2002 18:40:00 GMT
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Supertech, to let you know, the first story is not walls, walls has no base defemce. The second story is walls, becasue its the only fying map without base defence

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Subject: A n00b story: Vehicle theft
Posted by Anonymous on Mon, 29 Jul 2002 09:39:00 GMT
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so who'se the noob?

Subject: A n00b story: Vehicle theft
Posted by Anonymous on Mon, 29 Jul 2002 13:35:00 GMT
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Interesting story --- sad but true...I was even called a thief on a Wall game - some id bought a orca - (i was a mobie on BD - watching for SBH's) - and as i watched the orca - two more vehicles were made - so i wandered over to the Orca - jumped in (i usually destroy stuff like that - but was being nice)(the 30 second lock was gone - and no GDI was killed as it was sitting there) and on team chat - "Whose Orca is this?" - mind you - i was 1 meter above the ground in front of the WF.Well - this id goes "StoneRook - get out of my Orca" - i hop out - (no thank you for saving it for him) and then he goes "Never steal a vehicle of mine again"Hmmm - i answered "go screw yourself - if i could get in it - so can Nod" - he then answered - "thats not the point"What point would that be? Let the enemy steal a vehicle and destroy our base?I guess that's a Tactic if your working for the other side...   Some people just think this game is all about them - and they dont see the big picture.Similar to a perp on hourglass - kept buying hummers to drive himself up to the top of the hill or the sides - he would then jump out and move about 3 meters away - and he would yell if we destroyed it or moved it.so - he would either get killed - leaving a vehicle sitting there unguarded - or worst - he left it close enough for the enemy to jump in.arghhhhh!

Subject: A n00b story: Vehicle theft
Posted by Anonymous on Mon, 29 Jul 2002 19:33:00 GMT
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suprising my favorite level for theft is islands it seems that ST like to hide behind ref while the occupant out gets to drop a beacon. I usually get one ST every game as GDI my record is three.

Subject: A n00b story: Vehicle theft
Posted by Anonymous on Tue, 30 Jul 2002 01:44:00 GMT
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cough http://www.n00bstories.com *cough*

Subject: A n00b story: Vehicle theft
Posted by Anonymous on Tue, 30 Jul 2002 02:53:00 GMT
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Christine beat me to it

Subject: A n00b story: Vehicle theft
Posted by Anonymous on Tue, 30 Jul 2002 11:45:00 GMT
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cough ok *cough*

Subject: A n00b story: Vehicle theft
Posted by Anonymous on Tue, 30 Jul 2002 14:04:00 GMT
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Stonerook: I agree unattended vehicles are a liability, but I cannot beleive how often this has happened to me in the last week (like a dozen times!) I am repairing my vehicle in our base, and while I'm repairing it, some jerk'll jump in and drive off.What is THAT all about?

Subject: A n00b story: Vehicle theft
Posted by Anonymous on Tue, 30 Jul 2002 17:48:00 GMT
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Ya, ya, ya, I knew about n00bstories a few weeks ago, but it didn't seem to be working again. I'll try to check it out right now.Supertech

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