Subject: Comeback stories
Posted by prasp on Sat, 06 Oct 2007 02:32:10 GMT
View Forum Message <> Reply to Message

Post your stories here when the opposing team with a full base knocked out all but one or two of your buildings and your team managed to pull off a surprise win.

Subject: Re: Comeback stories
Posted by BlueThen on Sat, 06 Oct 2007 02:36:56 GMT
View Forum Message <> Reply to Message

I joined a 40 player game, the team I was on only had the powerplant, and the other team had all the buildings. I bought a engie, a beacon, then ioned their ped.

Subject: Re: Comeback stories
Posted by prasp on Sat, 06 Oct 2007 02:41:48 GMT
View Forum Message <> Reply to Message

Quote:I joined a 40 player game, the team I was on only had the powerplant, and the other team had all the buildings. I bought a engie, a beacon, then ioned their ped.

Besides ioning the ped.

Subject: Re: Comeback stories
Posted by BlueThen on Sat, 06 Oct 2007 02:49:11 GMT
View Forum Message <> Reply to Message

uuh there were multiple occasions where one team would have nothing but ref or something, and the other team would have everything except air/war, and the one with less buildings would win at time-out via points.

Subject: Re: Comeback stories
Posted by prasp on Sat, 06 Oct 2007 03:07:14 GMT
View Forum Message <> Reply to Message

Ok then I'll tell you a short story in which I manually killed off the enemy's base on Island with only the bar.

This game happened about a month ago on Blackintel, 6-8 people on each side.

When the game started, I bought a Hotwire to try to kill off one of the enemy's buildings. Turns out all but one person got infantry, and few moments later a arty with engineer support kills off a MRL,

and blows up both the refinery and war factory before someone kills it, so for about 20 minutes nod keeps on rushing the barracks with tanks. During this time I rushed about twice with a hotwire and got blown up during the second time just as I finished c4ing the strip, so I decided to run across the field and try to sneak in through the front door. The third time I get in the refinery, c4 it and laid a couple mines at the door when I see a arty parked at the airstrip, so I just sit back and wait for the timed c4's to blow. When the refineries I walk out the door where the harvester goes to collect it's tiberium when a Mendoza comes to invistigate and detonates the mines. Even though the idiot saw me he just walked back straight into the tunnels, so I jumped into the arty parked on the airstrip and killed the strip and it's defender's, then I blew up the hand after one of my teammates killed an diehard engineer who was repairing it throughout my bombardment.

Subject: Re: Comeback stories
Posted by BlueThen on Sat, 06 Oct 2007 03:18:32 GMT
View Forum Message <> Reply to Message

Back when I played RA2, I used to always play these co-ops (humans vs bots). Well, one day, some idiot came along and decided to put his army in my base, and "un-allied" me and killed me! I remember him... flowrboy9 was his name. I was mad! I knew i was going to get him back some day.

A few months later, when I got into making modded maps. I got interested in this map where you be russia (as a cheat) and you'd get a bunch of special stuff. I made maps like that. There was this one feature that I loved the most... (besides the exploding cow...), it was the nuker. A really fast car that can nuke anywhere in the map liek... 500 times a second. It'd leave a permanent green gas behind and kill everything.

So one day... a few months later, I saw this kid come in... flowrboy9. I asked him if he remembered me... he said "no." So I quickly came with a plan. There were two other people there also. I said "left vs right" PRAYING that florboy9 would be on my side.

Unfortunately for him... he was on my side... I became allies with him and waited about 30 seconds into the game. I got out my car nuker thing, unallied, and destroyed his whole fucking base in one shot.

So he types in all caps: "WHAT WAS THAT?!?!?!??!?!?!?!?!?"
I type in all caps: "REVENGE!!!!!!!!"

Subject: Re: Comeback stories
Posted by AoBfrost on Sat, 06 Oct 2007 03:46:10 GMT
View Forum Message <> Reply to Message

game was 6 to 6, both bases pwnt, only defenses were up, we sent a suicide mission of every team member as a soldier with pickup c4 from suicidal engineers, we sent them and we owned,

---

enemy just camped and defended, but a few of us made it and pwnt the obby :D

Subject: Re: Comeback stories
Posted by Starbuzz on Sat, 06 Oct 2007 04:02:47 GMT
View Forum Message <> Reply to Message

LOL BlueThen...nice story! haha! I hate traitors like that! I remember when I used to play RA2/YR, once I was having a co-op with another player, but the bots managed to kill his base with Kirovs! LOL...and all he had left was a few PP's and his MCV and some tanks and soldiers.

Then he asks if he can seek protection in my base...I say sure. Well, I was not scared anyway cuz I had Flak Troopers/Dogs/Tesla Troopers all over with the Tesla Towers. I also had my signature 5 tank Apocalypse tank group.

The he says "I am coming unarmed" and force-fires on his own units till he has only the MCV and a tank left. I was like LOL LOL!!!!!!!!!

Then he brings his poor MCV/Rhino tank to my base and watches me fight the 2 bots. N00b lol...he left after 5 minutes!

OK, now to the topic at hand.

Renegade comeback huh? OK...this happened very long time this February or March. Remember that I got Renegade only in Jan 2007! So I was such a n00b...I could not aim for sh*t lol and I was always a SBH n00b.

Then this one time I was GDI in the map Field. I resented GDI a lot because no SBH! And I was very jealous of the Havocs in my team...good snipers. Anyway, Nod had the field but GDI had the better snipers. But the tunnels was hell because of SBH snipers.

And we had lost the WF due to Arty camping but we did have a about 3 meds left. Nod was flame rushing us non-stop and we had to fight it off. It was getting so annoying. We had only about 10 minutes remaining and Nod was so ahead in points.

I was a Hottie supporting the Havocs and then I find a crate; I pick it up and I get SPY!!!What made this even more special was that this was my FIRST time as a Spy! I was like...WOW!

All the Havocs start to order me around and told me to go to the AGT. They start donating me and I bought Ion Beacon. The team work on that game was so good...I think they were clan players messing around in the pub servers for fun.

They told me to Ion the Ob while 5-6 Havocs will cover from the tunnel LOL. And all this while the remaining tanks will push out to the field and kill the base. And we did just that...I layed the beacon and the Havocs start mass-murder LOL.

The Ob went down and EVERY Havoc runs into the Nod base like in "genocide mode". In just 3

minutes, the Ref and AS were history. The Meds came in and pound the HON and the game ended while an Ion was going off near the Hon. Whole funny pwnage!

Subject: Re: Comeback stories
Posted by Spoony on Sat, 06 Oct 2007 08:27:52 GMT
View Forum Message <> Reply to Message

me, orca and i0n vs tunaman's clan on islands about a month ago... god that was embarrassing

---

Subject: Re: Comeback stories
Posted by Herr Surth on Sat, 06 Oct 2007 09:13:10 GMT
View Forum Message <> Reply to Message

you gotta explain that spoony

Subject: Re: Comeback stories
Posted by prasp on Sat, 06 Oct 2007 12:51:42 GMT
View Forum Message <> Reply to Message

Good one starbuzz... except I don't like spy crates.

Subject: Re: Comeback stories
Posted by AoBfrost on Sun, 07 Oct 2007 18:24:21 GMT
View Forum Message <> Reply to Message

2 vs 2 in cnc3, me and my friend were a team, the other 2 players pwnt me with venom mass and dev warship mass, I made a wf in time and placed it in my friends base, I made my mcv and started building again but with his protection, we made TOOOOONNNNNNNSSSS of anti air vehicles, and buildings...pwnt their rush....then we rushed with snipers and used juggernaut sniper combo power and pwnt their base from ours, juggernaught can fire at anything, anywhere as long as a sniper is close by the target....they couldnt defend...so we won.

Subject: Re: Comeback stories
Posted by Chuck Norris on Sun, 07 Oct 2007 23:41:45 GMT
View Forum Message <> Reply to Message

Not sure if it's really a "comeback" in the sense of only having a Refinery and beating a team with advanced infantry and vehicles and all, but two games I remember sort of fit the bill.

The first was a game of Field a few days back. I was GDI. It started with Nod succeeding in APC rushing and taking out the AGT. It was a small(er) game, and that usually seals the game in that case since it's easy to SBH nuke. Time limit was probably 35 minutes, and for the rest of the game, not only did we lose nothing else (or ever came close to losing anything else), but we kept possession of the field and won by a landslide via points after time ran out. We never did get anything of theirs, but we almost had the HON quite a few times.

The other was a long time ago. It was a marathon server on Hourglass. I was GDI. We ended up losing the WF and I had our only tank, a Med. It was a medium sized game (8 or 9 per side), and they couldn't get anything else. Not to call myself superior, but I was doing some owning. I must have taken out twenty-some tanks with that one (no, I wasn't teched), until, I swear by it, someone used a cheat to kill my tank in one hit with an Arty. They got RG kicked by their own team. I was kinda pissed, but laughed it off. The server ended up crashing, so it didn't end with a winner, but I think we had a slight point lead.

Subject: Re: Comeback stories
Posted by Goztow on Mon, 08 Oct 2007 08:21:28 GMT
View Forum Message <> Reply to Message

Training funwar not long ago: 5v5 on islands. We lost our airstrip to med hammering but managed to get their refinery 1 minute later thanks to a nuke.

Pretty bad situation as it was about 15 minutes in the game, so they had quite some money left. However, we "rushed" with 5 raveshaws, killing their apc's and killing the war factory with railgun/c4. GG for us after that .

Subject: Re: Comeback stories
Posted by The Elite Officer on Mon, 08 Oct 2007 15:44:52 GMT
View Forum Message <> Reply to Message

BlueThen wrote on Fri, 05 October 2007 22:36I joined a 40 player game, the team I was on only had the powerplant, and the other team had all the buildings. I bought a engie, a beacon, then ioned their ped.

What! A 40 player game and you buy an enggie and a beacon and you kill them just like that....Man that team musta been a bunch of nOObs and had no skill what so ever.

Subject: Re: Comeback stories
Posted by Renerage on Tue, 09 Oct 2007 05:36:38 GMT
View Forum Message <> Reply to Message

sighs

Ok, here I go.

Under, I'm GDI, their Nod.

I have one hottie in the tank, i'm a hottie, one behind.

We have three mobius's CONSTANTLY scanning the area for SBh's, the tunnels are mined, the top entrance is mined, the bottom field is mined, trust me, they aint gettin through.

(50 limit)

Right, so here goes.

The score was ROUGHLY 5'000 in their favour, we have no AGT, we have no WF.

So yea, I'm the last tank. Theres about, twenty minutes or so left out of the hour game.

They rush constantly with Apc's, Stanks, but I have to much hottie support. The points, like this, start going up in my favour.

I see three lights, come out of the base, and i have NO protection (Lone SBH sinped them off with a ramjet) They start shooting, I start running. I eventually, Lose the tank. Which was sad. I get out, find a stealth suit, and decide to wait around alot longer. The lights drop to less then half, close to red. The Med is at full, the techie that took it, gets out to repair it. I wait for him to get it ALMOST full, hope in, stealthed, and drive off, killing two of the lights.

In the meantime however, someone did a beacon run through tunnels, and got their PP. Their ref was blown early game by a APC rush, forgot to mention that.

Right, so I'm back in base, and the score is about 2'500 ahead, for nod with about 5 minutes left to go.

Someone spawns a crate which gives them the APc, and we have three amazing Snipers pecking off the little basterd Techie's, and Sbh's when they get close.

We KNOW by now they are running out of creds. As we've been pounding their main men for over ten minutes.

So I gather all the hotties I can, with one Mobius as support. A hottie goes with me, two havocs follow. We didnt run into a single stank as we enter down through the front. We rushed, into the Airstrip, and started to pound it. I locked all my guys in their, with my tank. The only tank to pose any threat, was one of their artiller's. But one of the hotties was smart enough to repair me from inside the air.

Now, score is 1'500 Them STILL.

Two minutes left.

The APC is long gone, unfortunately, as I move to kill the Arty, no support, it goes easily.

The two havocs save this game-

I wont forget them- EoEDarkness and Zillas (spelling may be off)

Two Mendoza's got headshooted, with only the hand and obelisk left.

Im shittin my pants, with only 1:30 left, and two live structres.

Someone plants a timed inside the ob, i follow, risking leaving my tank.

I drop off my two, structure done.

One minute left.

Now we're down roughly 500 points. And I pop as many shots into the Hand as possible, Havocs, are still saving the day, as the Techies, (Which im more afraid of) cant even get out of the building. One waits at the back, one at the front.

Half health with 30 seconds left, And I hear someone yell-

GO CHEEKAY, YOU STILL HAVE REMOTES

My dumbass self, forgets. Two havocs follow me in, with 15 seconds left, i hurl them onto the

MCT, with 9 seconds left, and blow them.
Game over, 7 seconds remaining.
And it turns out, our base was being pounded with a lone stank.
LOL go us.

Props to whoever was on that day, I dont know if anyone here was.
It was 32 player server.

Ps-
When as im writing this, im alittle bit drunk. Mind the mistakes and spelling errors.

Subject: Re: Comeback stories
Posted by qwertwert125 on Mon, 26 Nov 2007 18:18:06 GMT
View Forum Message <> Reply to Message

we had our AGT left, and a hacker joined our game. no admins were on, and the server didnt have auto ban. end of story

---

Subject: Re: Comeback stories
Posted by Jamie or NuneGa on Mon, 26 Nov 2007 18:21:48 GMT
View Forum Message <> Reply to Message

Goztow wrote on Mon, 08 October 2007 03:21Training funwar not long ago: 5v5 on islands. We lost our airstrip to med hammering but managed to get their refinery 1 minute later thanks to a nuke.

Pretty bad situation as it was about 15 minutes in the game, so they had quite some money left. However, we "rushed" with 5 raveshaws, killing their apc's and killing the war factory with railgun/c4. GG for us after that .

one hell of a game

Subject: Re: Comeback stories
Posted by sadukar09 on Mon, 26 Nov 2007 20:29:12 GMT
View Forum Message <> Reply to Message

qwertwert125 wrote on Mon, 26 November 2007 12:18we had our AGT left, and a hacker joined our game. no admins were on, and the server didnt have auto ban. end of story
You just fucking bumped 15 dead topics.

Subject: Re: Comeback stories
Posted by argathol3 on Mon, 26 Nov 2007 21:13:07 GMT

LOL

Subject: Re: Comeback stories
Posted by MrSAYS on Tue, 27 Nov 2007 14:56:57 GMT

prasp wrote on Fri, 05 October 2007 21:32Post your stories here when the opposing team with a full base knocked out all but one or two of your buildings and your team managed to pull off a surprise win.
GDI (On City Flying) destroyed our PP, the HON, and the Ref; myself and two other guys bought artie's and walked up over the bridge and destroyed their WF, Refinery, and PP. We then did a stank rush and finished off their bar and AGT. Fun times.

Subject: Re: Comeback stories
Posted by trooprm02 on Wed, 28 Nov 2007 22:42:23 GMT

40 player server, city flying, all we had left was ob, I G/g'd it with a shotgunner

---