Subject: Re: Super awsome SBH rush that works
Posted by Jamie or NuneGa on Sat, 07 Jul 2007 17:35:18 GMT
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AoBfrost wrote on Sat, 07 July 2007 12:00Renerage wrote on Sat, 07 July 2007 01:07USAhq283 wrote on Fri, 22 June 2007 16:07i think this idea could work in a big game, just dont use a nuke or something or someone will see you (unless you use the old SBH tactic (where you put the nuke behind a GDI building,you get the point)). a small game, well, that tactic will pwn

Tell me genious, you consider putting a Nuke out of plain site...something new?
it can be done, i've placed 2 nukes in a 31 person game between refinery and power plant, both sbh's covered and got them to launch, we killed both buildings.

the reason this usually works is once one sbh is dead people assume area is safe, often even get out of of veh's... 'free apc'... for sbh, run 5 over at once, voila.