

---

Subject: Re: Sbh`s on no-base map and how to get rid of them

Posted by [Dover](#) on Thu, 14 Feb 2008 17:23:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

kannies wrote on Thu, 14 February 2008 01:01 Well I have tried most things and this tends to be most effective for keeping sbh out of base, though not the wall jumpers.

You could always mine buildings and ramps but u will get the pests hanging around stealing tanks that way.

Note the no matter how good or where u mine, the experienced SBH's will ALWAYS find a way in. These tactics are just mitigating that risk

Wrong. You mine the doors, and they can't get in. Everyone always talks about SBH nukers, but SBH with C4 are far more lethal, since you don't get a huge server-wide warning.

On most maps. I count on SBH getting into the base, so long as they stay out of the buildings. To experienced players, nukes are free points.

And if "pests hanging around stealing tanks" are a problem for you, perhaps you should go play Multiplayer Practice, where you don't have to worry about "problems" like that.

---