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

Posted by [havoc9826](#) on Fri, 15 Feb 2008 23:52:01 GMT

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

MWright967 wrote on Fri, 15 February 2008 08:38Dover wrote on Fri, 15 February 2008 04:55Lol, okay MWright...

MWright967 wrote on Fri, 15 February 2008 01:34You don't mine the front, right? I'm gonna go get the PP, and they can't do jack shit about it. Why? On the top of the PP, you'll see sand bags, you can walk ever so slightly behind them, place a nuke, jump down, and watch. Its EXTREMELY hard to walk around to get to it, and no more than 2 hotwires can be repairing it at a given time due to where it is. This gives me ample time to fire my lovely laser rifle at them, make them run in a sweat, and oh, my favorite part is, 75% of the people on the team are too stupid to even check there, thus taking off about 20 seconds at the least. So that gives us roughly, 30 seconds? Thats 30 seconds to get a hotwire, run over, find my nuke, then have to deal with my SBH.

1. Since you have access to the roof, I'll assume it's walls_flying.

Since it's walls_flying, I'll assume there's at least one orca within 10 seconds of the base (There are usually several).

Since there's an orca near the base, nukes are found near-instantly, and SBH can't shoot or they get chaingun rounds through their shiny face.

Oh, and that spot your talking about is disarmable from the ground. No need to try to squeeze around on the roof.

1. No. It isn't repairable from the ground. Secondly, I think you forget something: They don't know where I AM. So the only time in which the orca will be able to shoot me, is when and IF the hotwires even find my nuke, and lets not forget, timed C4 works wonder, especially in such a tight little area as behind that sand bag. And hey, what if they have no WF? What if they have no money and can't buy an orca? Or what if all the useable orcas are on the field and dont make it back in time?

Actually, it can be repaired from the ground. (FYI, I put friendly fire on.)

Edit: SBH with alternate weapons can only be found in servers with normal weapon drops enabled or SSGM weapon drops (Jelly 1 AOW, for instance, doesn't have either). Otherwise, they're only good for nuking buildings, killing tanks (haha), and C4ing snipers who stand still for too long.
