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

Posted by [Starbuzz](#) on Sat, 16 Feb 2008 22:11:37 GMT

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MWright967 wrote on Sat, 16 February 2008 15:07 Volcano: I got an SBH, I went with another 2 SBH's, c4'ed their WF, destroyed it.

Last time I checked, Roni's server did not have starting credits. A SBH costs 400 and a Hottie costs 350. If GDI had the slightest clue as to how to play the game, they would have gone on the offensive into your base and even managed to take down the PP or Ref. With the extra credits, some should have bought Hotties (especially on a map with no base defense) and mine the entrances to the buildings ASAP.

Since they did not mine like the idiots they were (long enough for the enemy to get 400 credit SBH), they let a bunch of n00by SBH's to destroy an important structure.

Otherwise, teched MLRS = GG

Simply put, you played against idiots and therefore won.

MWright967 wrote on Sat, 16 February 2008 15:07 Hourglass: We ended up losing this, unfortunately, but this is still a perfect example of how an SBH comes into play. I killed an Engineer, retrieved his remote mines. When the lovely MRL's would come from the sides, I would simply walk behind them, plant two remote mines on them without knowing, ignite them, and BOOM, good bye MRL.

MLRS should not be parked while they are attacking. They should be driving forward and reverse as they are attacking.

You fire the salvo of rockets, reverse slightly out of view of Nod (quickly scan behind you), then move up a bit and fire again.

The MLRS driver failed to check behind him and also, if this server was pure mode (without n00by weapon drops) then the whole SBH/remotes is rendered useless. SBH can still attack with Timed but how long are you gonna be doing that?

Also why attack an MLRS with SBH? Can the SBH shoot and kill the WF? No. Save up and get Tech/Arty: not only will you be killing every MLRS that sneaked up the side, you will also be able to attack GDI buildings.

MWright967 wrote on Sat, 16 February 2008 15:07 I think kill whoever was unfortunate enough to go inside, and rack up huge kills.

Well, getting an insane amount of kills is surely motivating but won't win you the game.

MWright967 wrote on Sat, 16 February 2008 15:07 Want another example? After we destroyed their AGT (they ended up beating us with a ped nuke, ironically), I ran in with my 99% useless

SBH, along with my remote mines planted them on the spawn points, waited till someone spawned, picked an engineer, and once they began to leave, BOOM. Popped them. Grabbed more remote mines. Repeated. I then planted two remote mines on the terminal in the Refinery in which they were respawning, killed one that respawned with my rifle, grabbed another 2 remote mines, placed a total of 4, along with my timed, and began completely molesting the terminal.

All that won't work if the server does not have drop weapons enabled!

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