Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Starbuzz on Tue, 19 Feb 2008 18:21:03 GMT
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Cabal8616 wrote on Mon, 18 February 2008 02:05And, if you're gonna say "Well no one has the balls to do it", then get the balls yourself and do it.

Err...I got all the balls allright. I would like to see more SBH with the same balls.

Like kannies mentioned, they are all busy hiding. Instead of SBH, just get Tech/Hottie and repair your team's vehicles. Once I teched 3 arts in CnC_Field in a Public game to retake the field and eventually win. Base destruction is the point of the game...but you are all allowed to "mess around" in characters that have a limited scope of use for your own enjoyment.

By the time a SBH can get enough credits for a Beacon, you could already be killing their base with teched Arts.

Cabal8616 wrote on Mon, 18 February 2008 05:18
1: You kill the engineer/hotwire, thus allowing your teamates to easily take out the vehicle.
Unless the Engi/Hottie is really stupid and standing still, you are gonna have a hard time shooting that pesky noisy slow rifle trying to kill the repairers.

Cabal8616 wrote on Mon, 18 February 2008 05:182: The hotwire/engineer jumps back in the vehicle. Bye bye repairs from them, then.
3: The vehicle turns its attention to you and blows your head off in one shot...there goes your 400 credits. And then attacks your base.

Fixed.