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

Posted by [CnC-Junk-E](#) on Sat, 23 Feb 2008 11:27:45 GMT

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Dover wrote on Sat, 23 February 2008 05:02CnC-Junk-E wrote on Sat, 23 February 2008 02:42topcap wrote on Sat, 23 February 2008 04:37i never put a c4 near my nuke it gives its positoin away

How so?..

Its actually helped me 70% of the time, if I fail to kill the engies/techs/hotties then the c4 usually does..

Your area is silly. There's always a proxy on the ramp to give you away if you try crap like this. Not to meention that on flying maps, patrolling orcas are the anti-nuke.

On any given flying map, your best bet on planting a beacon (Except for having tank support and having someone park on it) is planting it inside a building, or at least in the WF bay.

1. Usually there is about 3 or 4 proxies on the ramp, this isnt enough to kill and i wait for any infantry in the area to dispear before i run through the proxies.. If there is more than 3 or 4 proxies, ill try another building..
  2. In a game with 50 players its hard to even get in the base without being spotted, let alone up that ramp, so im talking more like 30 player games..
  3. I wait for the orcas patrolling (if any) to get out of site before i plant the nuke.. And even if they come to that area, im usually hiding behind the stairs up there where they cant hit me..
  4. By the time engies/hotties work out where the nuke is and come up there the nuke has almost gone off, so mission accomplished WF destroyed..
  5. Finally, ive been doing this since 2003 when i first started playing this game and it works about 80-90% of the time for ME, if it doesnt work for you, then maybe your doing something wrong..
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