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Subject: Single nuker in 16 vs 16 game

Posted by [flyingfox](#) on Tue, 22 Mar 2005 16:37:54 GMT

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What would you say the best chances of beaconing by yourself (as a SBH) in a 16 v 16 game are, as Nod on a non base defence map? (these maps are islands, complex, canyon, walls, walls fly, volcano and other fan maps obviously)

Usually everyone wants to do their own thing, nobody will SBH c4 with you in a map like complex or canyon (why???) so you're stuck on your own. I have found better success if placing the beacon inside the building, often when there are a lot of enemy vehicles on defence. Experienced players will, once they find the beacon and say where it is, do search fire to find you. works well because most people stand near the beacon in anticipation of engies coming to disarm. So if you place it inside, let's say the little back area of the weapons factory, and lay your timed c4 in such a way that you have to be within its blast range to disarm the beacon, you only have to deal with players and no tanks. Another plus of this is that people are scared to leave their vehicles, so in essence you get less trouble inside a building. Obviously it's easier for them to remote you out but you can use methods to avoid their remotes, like anticipating the remote and running behind them when they throw it.

If you beacon outside and in a popular place like the harvesting process place at the front of the refinery, people will find it fast and will likely disarm.

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