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

Posted by [Dover](#) on Mon, 18 Feb 2008 08:23:28 GMT

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Cabal8616 wrote on Mon, 18 February 2008 00:05As for Dover's post... Yeah, that beacon's repairable from both sides, MW. It's better if it's BEHIND the sandbags on the right side. As I said, takes a few extra seconds to get to.

(This is relevant, I swear)

A friend of mine has a "death from above" tactic he uses in Halo 2, in which he flies directly over a concentration of enemy troops using a banshee while holding a sword or a shotgun. Then he jumps out and goes to town on them.

On flying maps, I use a slight modification, where I buy a Hotwire and an Orca, and rig it with two remote C4 (I make sure to refill, so I'm carrying C4 as well if I need them in combat). That way when there's a nuke planted anywhere outside a structure (Including on top of structures and in tricky places like the top of the WF), I can reach it rapidly and jump out. If the SBH steals my Orca, I blow it up and defuse in peace. If they try to shoot me first, I throw remotes and blow them up the old fashioned way. Either way, the nuke gets defused, the SBH gets blown up, the structure is saved, and I even get a 300 credit partial-refund on my orca for defusing.

So, using that, the only safe place for a nuke is inside structures (Which should always be mined) or someplace like inside the WF bay, which is always suicidal at best. It doesn't matter in the slightest which side the sandbags are on.

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