
Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by [GEORGE ZIMMER](#) on Mon, 18 Feb 2008 11:18:10 GMT
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Yeah, it's how you use it that matters. It's VERY tiring when the whole team thinks they can be the lone wolf with an SBH. SBH's are mostly a support unit, not a "LOLZ SUPAR DUPAR UNIT".

And yeah, being an SBH SOLEY for stealing units is stupid, as it rarely happens. But it CAN happen. It's better to have another goal in mind and only do it if you have a pretty clear chance to do so.

One thing the SBH can do to help destroy vechs though is, shoot the hotwire/engineer repairing the vehicle when they're attacking your base. This can accomplish one of the following:

- 1: You kill the engineer/hotwire, thus allowing your teammates to easily take out the vehicle.
- 2: The hotwire/engineer jumps back in the vehicle. Bye bye repairs from them, then.
- 3: The vehicle turns its attention to you. This distracts them from attacking your base, letting your teammates get those precious few moments needed to fend off the enemy attack.

Also, thanks Goztow for not adding a completely biased opinion here. It's nice to see that once in awhile.
