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

Posted by [Chimp](#) on Sat, 23 Feb 2008 17:19:14 GMT

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Dover wrote on Sat, 23 February 2008 10:46CnC-Junk-E wrote on Sat, 23 February 2008 03:27Dover 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 meantion 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..

1. The point isn't to kill you. The point is to detect you. If your enemy is stupid enough to have EVERYBODY leave from the base, then they deserve what's coming. Even if they were trying to, it would be very unlikely that the ramp would ever be completely unguarded ever. (The front door of the WF easily gets the most traffic out of any place in the GDI base, without a doubt).
2. Even in 30 player games, this still applied. Once you get down to 20 or so you might have more luck, but then you're a waste of a player slot if you're dicking around as an SBH, waiting for the other team to fuck up enough to let you in.
3. The thing about Orcas is that they're extremely mobile, able to return to base in a heartbeat. They could start turning back from the feild at the moment you lay the beacon and could have you

killed before the countdown starts.

4. All it takes is one hottie. Usually the one piloting the orca. If you hide and you don't get killed, any orca pilot with half a brain has their vech rigged with C4 for situations like this.

5. Maybe it works 90% of the time because you're playing against nine year olds Down Syndrome.

Dover, no offense, you're pretty intelligent, but you serious need to find a life my friend. Try to cut down on the insult, try to see the character for what its worth, and attempt to...You know...Not say ignorant crap

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