
Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by [Jamie or NuneGa](#) on Mon, 11 Aug 2008 16:36:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thats utter bullshit, 2v2 cw, ur agt goes down so now you need someone to camp, there best camping vehicle on field vs infantry is the apc, nod will use the loss of base defences to their advantage and thus probably use a sbh nuke, especially if they have already killed weapons factory. If you both move out with no agt a tech will kill a building, if you camp and they are having trouble killing a further building they may ensue the sbh tactic. On field the gdi ref is very easy to kill and thus if this has happened you won't want to waste money on a mobius when you can camp with a much cheaper apc + hotty, also you can use the hotty for mining so you have a better chance of survival.

Without using the outside pt behind barracks a half decent sbh will kill your hotty and with no refill you will only have 2 remotes, if he gets close to you you cannot remote him as now he has hit you down to 150 hp whilst you are running down the narrow area behind barracks where you cannot dodge well, if you do remote you may kill him whilst killing yourself and then it comes down to luck as to whether you get that perfect front of barracks spawn.

+ what about maps like canyon where the gdi harvester is much slower than the nod harvester.

If outside pts are taken eventually someone will make a rule :

'No sbh nukes in certain spots...' - which is just dumb, but only way to balance games in certain situations.

p.s you roll out with a mammoth on field with me having an arty @ my base entrance, lets see how far you get.
