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Subject: Re: SBH, why everyone hates them  
Posted by [Dover](#) on Wed, 29 Apr 2009 14:21:14 GMT  
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insert\_name\_here wrote on Wed, 29 April 2009 06:56Dover wrote on Wed, 29 April 2009 14:42Goztow wrote on Wed, 29 April 2009 06:29Overall it's often better to take the chance of getting your tank stolen one time out of 25, then to not repair at all in the field. The key is to make small repairs, so they don't get too much time to steal your tank and you stay in the green .

Or to booby-trap your tank. Any unit that can repair can also use remote C4, and triggering your trap is as simple as hitting enter and right clicking. Most vehicles that require frequent repairs (Orcas/apaches/MRLS/Artillery) only need 2 C4 anyway. They can steal your tank, but in the end all they manage to do is give themselves away and give you points (In some high-income maps like Complex and Islands, the points are worth much more than credits used to buy the tank anyway)

Yeah, but then you are using up part of the mine limit.

Correct me if I'm wrong, but isn't there a seperate limit for proximity C4 and remote C4?

And anyway, both the maps I mentioned have only 3 buildings and relatively tight entrances, making mines less of an issue than on, let's say City\_Flying, or Volcano.

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