Subject: Sbh`s on no-base map and how to get rid of them
Posted by topcap on Tue, 12 Feb 2008 19:20:24 GMT
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on most servers who make you start with 350 credits get a   Humm-vee and drive around the base shooting at normal sbh hotspots and then when i have enough credits i go and do a suicidle rush with an engineer but anyway then i get and APC and do exactly the same

---

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Tue, 12 Feb 2008 19:33:56 GMT
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Uhm.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Starbuzz on Tue, 12 Feb 2008 20:03:33 GMT
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LOL topcap you are cool!

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by sadukar09 on Tue, 12 Feb 2008 20:17:40 GMT
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That's the most useless tactic, ever. Mere mining Proxy C4s is better than that.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Jamie or NuneGa on Tue, 12 Feb 2008 23:34:02 GMT
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he told you to stay out...

anyway nice tactic... I will try it :/

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Dover on Wed, 13 Feb 2008 02:57:18 GMT
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Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by topcap on Wed, 13 Feb 2008 09:35:07 GMT
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sadukar that is also a good tactic but the most important place to mine the entrance to the buildings

---

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Wed, 13 Feb 2008 09:35:53 GMT
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I'll give you an advice:
Stop posting in this section.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by topcap on Wed, 13 Feb 2008 12:20:46 GMT
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I dont see you posting any good advice

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Wed, 13 Feb 2008 12:46:21 GMT
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Buy a tank and destroy the base.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by sadukar09 on Wed, 13 Feb 2008 13:21:32 GMT
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Surth wrote on Wed, 13 February 2008 06:46Buy a tank and destroy the base.
That's actually a better one that yours...Killing their base prevents them from buying SBHs in the first place.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by kannies on Wed, 13 Feb 2008 13:53:10 GMT
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In the ideal world! Example map walls.

Mine tunnel, not in centre but both edges. Mine a thin line at entrance. Buy apc. Watch for mines

---

tripping, then run the sbh over, do this all game if you want.

Alternatavly If you have good team and nod is all SBH n00bs, there will be less tank resistance on field. In that case, fill your apc up with enginners and take out the hand.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Wed, 13 Feb 2008 14:18:24 GMT
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Have i already noticed that you can have every vehicle except for the mammoth before the enemy has even money for a sbh nuke?

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by bisen11 on Wed, 13 Feb 2008 19:37:55 GMT
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Before the mammoth is even debatable. It seems like a lot of War factories in levels will be closer to the tib feild than the strip so the gdi harvester will bring back credits before the nod harvester does.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Dover on Thu, 14 Feb 2008 00:49:19 GMT
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kannies wrote on Wed, 13 February 2008 05:53In the ideal world! Example map walls.

Mine tunnel, not in centre but both edges. Mine a thin line at entrance. Buy apc. Watch for mines tripping, then run the sbh over, do this all game if you want.

Alternatavly If you have good team and nod is all SBH n00bs, there will be less tank resistance on field. In that case, fill your apc up with enginners and take out the hand.

No. Shut up. You have no fucking idea what you're talking about.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Goztow on Thu, 14 Feb 2008 07:48:58 GMT
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It's quite obvious that it also depends what kind of server you're playing on:

14 players vs 50 players will be played differently
time limit vs marathon differently

...

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Dover on Thu, 14 Feb 2008 08:03:29 GMT
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No matter what server it is, you never, ever, ever, ever mine the tunnel (Except field), and you never, ever, ever, ever mine the front entrance.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by kannies on Thu, 14 Feb 2008 09:01:40 GMT
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Well I have tried most things and this tends to be most effective for keeping sbh out of base, though not the wall jumpers.

You could always mine buildings and ramps but u will get the pests hanging around stealing tanks that way.

Note the no matter how good or where u mine, the experienced SBH's will ALWAYS find a way in. These tactics are just mitigating that risk

---

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by The Executor on Thu, 14 Feb 2008 13:36:27 GMT
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topcap wrote on Wed, 13 February 2008 06:20I dont see you posting any good advice

That is because it has already been posted. Anyway I have seen you ingame doing this and I was an SBH and I just walked right past you. You do a horrible job, anyway I love when you use the APC or hummer and you spray bullets around to detect stanks. Then when you hit one you go after them and then they are like "OMG YOU HAVE STEALTH HACKS"

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Dover on Thu, 14 Feb 2008 17:23:30 GMT
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kannies wrote on Thu, 14 February 2008 01:01Well I have tried most things and this tends to be most effective for keeping sbh out of base, though not the wall jumpers.

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---

that way.

Note the no matter how good or where u mine, the experienced SBH's will ALWAYS find a way in. These tactics are just mitigating that risk

Wrong. You mine the doors, and they can't get in. Everyone always talks about SBH nukers, but SBH with C4 are far more lethal, since you don't get a huge server-wide warning.

On most maps. I count on SBH getting into the base, so long as they stay out of the buildings. To experienced players, nukes are free points.

And if "pests hanging around stealing tanks" are a problem for you, perhaps you should go play Multiplayer Practice, where you don't have to worry about "problems" like that.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by The Executor on Thu, 14 Feb 2008 17:32:07 GMT
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kannies wrote on Thu, 14 February 2008 03:01mitigating

That is a pretty big word for a 8 year old.

Anway that is why you lock you vechs or you use !vkcik

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Starbuzz on Fri, 15 Feb 2008 00:01:35 GMT
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I am not sure why exactly people are being an ass to kannies.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Fri, 15 Feb 2008 02:52:30 GMT
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Where is the question in this post?

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by kannies on Fri, 15 Feb 2008 09:11:38 GMT
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Starbuzz wrote on Thu, 14 February 2008 18:01I am not sure why exactly people are being an

ass to kannies.

Probably cuz they think i'm nub cuz I havent got many posts so my opinions are not valid.

The question was how to keep the pests out of the base. Mining the doors, yes stops c4's rushes, but the pests will be hanging around attempting to cause trouble (stealing tanks and planting nukes).

Mining the entraces and guarding with apc has a chance of preventing c4 rushes. At the end of the day it depends what strategy u wanna use. Dovers opinion is very much valid and my idea is also valid. Neither is right or wrong.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Fri, 15 Feb 2008 09:34:26 GMT
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Dover wrote on Thu, 14 February 2008 11:23kannies wrote on Thu, 14 February 2008 01:01Well I have tried most things and this tends to be most effective for keeping sbh out of base, though not the wall jumpers.

You could always mine buildings and ramps but u will get the pests hanging around stealing tanks that way.

Note the no matter how good or where u mine, the experienced SBH's will ALWAYS find a way in. These tactics are just mitigating that risk

Wrong. You mine the doors, and they can't get in. Everyone always talks about SBH nukers, but SBH with C4 are far more lethal, since you don't get a huge server-wide warning.

On most maps. I count on SBH getting into the base, so long as they stay out of the buildings. To experienced players, nukes are free points.

And if "pests hanging around stealing tanks" are a problem for you, perhaps you should go play Multiplayer Practice, where you don't have to worry about "problems" like that.

Thats incredibly retarded. Lets use Walls for an example.

You don't mine the front, right? I'm gonna go get the PP, and they can't do jack shit about it. Why? On the top of the PP, you'll see sand bags, you can walk ever so slightly behind them, place a nuke, jump down, and watch. Its EXTREMELY hard to walk around to get to it, and no more than 2 hotwires can be repairing it at a given time due to where it is. This gives me ample time to fire my lovely laser rifle at them, make them run in a sweat, and oh, my favorite part is, 75% of the people on the team are too stupid to even check there, thus taking off about 20 seconds at the least. So that gives us roughly, 30 seconds? Thats 30 seconds to get a hotwire, run over, find my nuke, then have to deal with my SBH. I'm not even talking a 5 person game here, i'm talking Jelly-Server 48 player game kind of stuff. I do this EVERY. SINGLE. TIME. they don't mine, and it

ALWAYS works. I have yet to fail at this. And if you want to say "Well okay, I'll just mine the ramp leading up to it". Cool. Meanwhile, I'll go find another structure that you couldn't mine because you mined that, and do roughly the same thing

---

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Dover on Fri, 15 Feb 2008 10:55:34 GMT
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Lol, okay MWright...

MWright967 wrote on Fri, 15 February 2008 01:34You don't mine the front, right? I'm gonna go get the PP, and they can't do jack shit about it. Why? On the top of the PP, you'll see sand bags, you can walk ever so slightly behind them, place a nuke, jump down, and watch. Its EXTREMELY hard to walk around to get to it, and no more than 2 hotwires can be repairing it at a given time due to where it is. This gives me ample time to fire my lovely laser rifle at them, make them run in a sweat, and oh, my favorite part is, 75% of the people on the team are too stupid to even check there, thus taking off about 20 seconds at the least. So that gives us roughly, 30 seconds? Thats 30 seconds to get a hotwire, run over, find my nuke, then have to deal with my SBH.

Since you have access to the roof, I'll assume it's walls_flying.
Since it's walls_flying, I'll assume there's at least one orca within 10 seconds of the base (There are usually several).
Since there's an orca near the base, nukes are found near-instantly, and SBH can't shoot or they get chaingun rounds through their shiny face.

Oh, and that spot your talking about is disarmable from the ground. No need to try to squeeze around on the roof.

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Either you're lying about never failing (Which, given your record, is more than likely), or you're playing against children with down syndrome.

MWright967 wrote on Fri, 15 February 2008 01:34And if you want to say "Well okay, I'll just mine the ramp leading up to it". Cool. Meanwhile, I'll go find another structure that you couldn't mine because you mined that, and do roughly the same thing

30 mines total
8 mines on the barracks (4 per door)
5 on the WF's back door (Front door gets so much traffic, mines are unnessessary).
8 on the PP (4 per door)
8 on the ref (4 per door)
1 on the WF ramp (For warning purposes)

And lets look at the alternative. Mining the front entrance? Nod would be laughing their faces off every time they do an APC rush and watch our entire minefield go off and do about 100 damage to a vech. Then NOTHING is mined.

Nukes aren't scary. Especially not on walls flying. I'm not afraid of your shiny man with his Nuclear strike beacon. It just means free points for me, and the chance to rub it in when I disarm it. SBH with C4? That's scary. Three of them can level half the base within seconds (Literally. Three seconds or so), and I'm given no warning in advance. Not only that, but vechs can't give support in the disarming effort.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Goztow on Fri, 15 Feb 2008 11:50:33 GMT
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SBH's are often a bless... for GDI!

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by topcap on Fri, 15 Feb 2008 15:37:15 GMT
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I sometimes mine the tunnels on walls etc. but you should always have an humm-vee or APC or mobius just scanning.
    Becuase i have killed about 35 SBH`s altogether just by scanning on no-base defense map

---

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Fri, 15 Feb 2008 16:38:21 GMT
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Dover wrote on Fri, 15 February 2008 04:55Lol, okay MWright...

MWright967 wrote on Fri, 15 February 2008 01:34You don't mine the front, right? I'm gonna go get the PP, and they can't do jack shit about it. Why? On the top of the PP, you'll see sand bags, you can walk ever so slightly behind them, place a nuke, jump down, and watch. Its EXTREMELY hard to walk around to get to it, and no more than 2 hotwires can be repairing it at a given time due to where it is. This gives me ample time to fire my lovely laser rifle at them, make them run in a sweat, and oh, my favorite part is, 75% of the people on the team are too stupid to even check there, thus taking off about 20 seconds at the least. So that gives us roughly, 30 seconds? Thats 30 seconds to get a hotwire, run over, find my nuke, then have to deal with my SBH.

1. Since you have access to the roof, I'll assume it's walls_flying.
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2. Either you're lying about never failing (Which, given your record, is more than likely), or you're playing against children with down syndrome.

MWright967 wrote on Fri, 15 February 2008 01:34And if you want to say "Well okay, I'll just mine the ramp leading up to it". Cool. Meanwhile, I'll go find another structure that you couldn't mine because you mined that, and do roughly the same thing

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8 on the PP (4 per door)
8 on the ref (4 per door)
1 on the WF ramp (For warning purposes)

3. And lets look at the alternative. Mining the front entrance? Nod would be laughing their faces off every time they do an APC rush and watch our entire minefield go off and do about 100 damage to a vech. Then NOTHING is mined.

4. Nukes aren't scary. Especially not on walls flying. I'm not afraid of your shiny man with his Nuclear strike beacon. It just means free points for me, and the chance to rub it in when I disarm it. SBH with C4? That's scary. Three of them can level half the base within seconds (Literally. Three seconds or so), and I'm given no warning in advance. Not only that, but vechs can't give support in the disarming effort.

1. No. It isn't repairable from the ground. Secondly, I think you forget something: They don't know where I AM. So the only time in which the orca will be able to shoot me, is when and IF the hotwires even find my nuke, and lets not forget, timed C4 works wonder, especially in such a tight little area as behind that sand bag. And hey, what if they have no WF? What if they have no money and can't buy an orca? Or what if all the useable orcas are on the field and dont make it back in time?

2. Given my record? Sorry Dover, but I never recall having ever played with you, nor do I believe that you know anything of my uhhhh, "record" so to speak, considering I don't have one. I'm on the top 20 in some servers, and in others I'm that "noob" who comes in with a rank of 6121 out of 8000. I play on multiple servers and, considering I have never seen you in game (to my knowledge or memory) I highly doubt you are one for the judging. Believe me if you like, disbelieve me if you like. It doesn't really change fact, now does it? Point being, I use this strategy EVERY time I play Nod on Walls. And I have yet to fail. If you don't want to believe that, I really

couldn't care less, considering I do have people who can vouch for my legitimacy.

3. Right. Because we all know how many APC's on a 25-50 player wall's game even make it past the med's and mammy's camping outside. Oh but wait, since you have such 1337 APC skills, you can just demine all the doors for your little SBH assistance to go in, instead of mining the tunnel and allowing them to come in at will and spawn kill, place nukes on the sides of the builing (AKA, that little L-Shaped corner behind the WF).I don't disagree with the part of "Mining the ramps for detection purposes", but mining buildings? Wow. Don't be ignorant.

4. Whoaz, nukes aren't scary? Wow I never knew that. Thanks for telling me Dover. Hey, a small hard to see beacon which can be placed in odd areas out of the reach of large numbers of players making it easy for the placer to pick them off at will. What could be good about that, right? I mean hey, with all that awesome C4 those SBH's have, they can run in the building. But wait Dover- you mined the buildings instead of the front, so they can't get in, right? Dang. Oh and gosh, I forgot, on large maps every building will usually have at least 1 person in it who will just alert his/her team mates or demine it themselves . Awww...Hopes raised for no reason... My life is over *Puts gun to head. Bang.*

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Fri, 15 Feb 2008 16:53:52 GMT
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All right. You, sir, are a noob, you dont know a fucking clue about renegade so just dont post in this section. SBHs are useless 99% of the time.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Fri, 15 Feb 2008 16:56:25 GMT
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Surth wrote on Fri, 15 February 2008 10:53All right. You, sir, are a noob, you dont know a fucking clue about renegade so just dont post in this section. SBHs are useless 99% of the time.

I lol'ed.

Angry morons who call others noobs and then don't give a reason are funny to me.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Jamie or NuneGa on Fri, 15 Feb 2008 17:24:27 GMT
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Quote: . No. It isn't repairable from the ground

yes it freaking is...

at least try it before you make dumb replies

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by kannies on Fri, 15 Feb 2008 17:29:37 GMT
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A couple of years ago I used 'My' Method mostly which worked. Dont get me wrong, Dovers phylosophy is good and it works, each has its pros and cons. Its been a while but when I do play on these servers ie; n00bstories I see Dover on sometimes, I ussualy play offesivly and leave mining to others.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by GEORGE ZIMMER on Fri, 15 Feb 2008 19:13:58 GMT
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Surth wrote on Fri, 15 February 2008 10:53All right. You, sir, are a noob, you dont know a fucking clue about renegade so just dont post in this section. SBHs are useless 99% of the time.
NO U.

I've won lotsa games thanks to SBH's+Nukes/C4's. They're handy as hell.

That was a completely ignorant statement to make, and I'm sure there's many people who'll agree with me that SBH's are incredibly useful. Unless you think you're the friggin predator, you should be able to be of SOME use.

Also, the whole SBH-nuke-beacon thing works pretty well, but it's best if there's several SBH's. One nuke CAN be disarmed if it's found quickly. But 2 or more? Chances are very likely that the building's gonna die. If not, MANY people will stop what they're doing and grab a hotwire- Allowing any Nod tanks to move in and attack while they're busy with the SBH's/nukes.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Starbuzz on Fri, 15 Feb 2008 19:39:21 GMT
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Cabal, you must understand that Surth is a CW player...and until recently, I did not respect him for that. He has since gained a lot of respect from me lately as I understand what he was saying all along. Heck, I play more like how a CW player would play now even in Public servers...concentrating on heavy vehicles and providing repair support to my team's vehicles: the ultimate goal to kill the enemy base.

Why waste time with buying the expensive SBH+Beacon? It works in a loose unchallenging environment like a Public server and therefore, CANNOT be accepted as a solid strategy that can be applied in all situations.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Fri, 15 Feb 2008 19:55:39 GMT
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tbh, even if you dont have a vehicle or rep vehicles, you can still better buy a raveshaw or a sakura to actually DO SOME DAMAGE, but sbhs just tend to be useless.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by sadukar09 on Fri, 15 Feb 2008 20:18:30 GMT
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Surth wrote on Fri, 15 February 2008 13:55tbh, even if you dont have a vehicle or rep vehicles, you can still better buy a raveshaw or a sakura to actually DO SOME DAMAGE, but sbhs just tend to be useless.
Unless you count stealing enemy vehicles...but how many people leave vehicles empty in CW anyway? But one good thing is sneaking up on that annoying MRLS hitting your base if your team mates can't do anything.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by nikki6ixx on Fri, 15 Feb 2008 20:45:51 GMT
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Or, you can just mine up the buildings as per normal, and let the SBH's prance around in the GDI base, being totally useless; instead of taking up a vehicle slot.

Hell, it's probably best just to let those SBH's live, because they WILL hang around doing nothing until they die. It's not often that a pack of SBH's do much damage because there is always one goof who screws it up for the rest of them.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by GEORGE ZIMMER on Fri, 15 Feb 2008 22:10:43 GMT
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I didn't say it's the best tactic for every situation, either. But saying it's 99% useless is false. That's mainly what my point was.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Fri, 15 Feb 2008 22:12:55 GMT
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Im pretty sure it is useless in 99%. I think the only time i ever used a sbh was on islands when we lost airstrip and we quickly needed to regain advantage by destroying one of their buildings.

You see, if you wanna win, you need to make the most out of your money, and 99% of the time your 400 are better spent for a technician or for a tank...

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Fri, 15 Feb 2008 23:43:42 GMT
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I play this game FOR SBH. SBH is one of the best characters in the game for god's sake. SBH sniper, SBH c4'er, SBH volter.......SBH's are the entire game next to deadeye's and grenadiers for me. I know multiple people feel the same as well. Saying is 99% useless is just ignant'

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by havoc9826 on Fri, 15 Feb 2008 23:52:01 GMT
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MWright967 wrote on Fri, 15 February 2008 08:38Dover wrote on Fri, 15 February 2008 04:55Lol, okay MWright...

MWright967 wrote on Fri, 15 February 2008 01:34You don't mine the front, right? I'm gonna go get the PP, and they can't do jack shit about it. Why? On the top of the PP, you'll see sand bags, you can walk ever so slightly behind them, place a nuke, jump down, and watch. Its EXTREMELY hard to walk around to get to it, and no more than 2 hotwires can be repairing it at a given time due to where it is. This gives me ample time to fire my lovely laser rifle at them, make them run in a sweat, and oh, my favorite part is, 75% of the people on the team are too stupid to even check there, thus taking off about 20 seconds at the least. So that gives us roughly, 30 seconds? Thats 30 seconds to get a hotwire, run over, find my nuke, then have to deal with my SBH.

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---

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Actually, it can be repaired from the ground. (FYI, I put friendly fire on.)

Edit: SBH with alternate weapons can only be found in servers with normal weapon drops enabled or SSGM weapon drops (Jelly 1 AOW, for instance, doesn't have either). Otherwise, they're only good for nuking buildings, killing tanks (haha), and C4ing snipers who stand still for too long.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Sat, 16 Feb 2008 00:51:18 GMT
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Touche' my friend, touche'. However, I wasn't refering to that sandbag, but the one on the right side XP.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by GEORGE ZIMMER on Sat, 16 Feb 2008 14:02:32 GMT
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MWright967 wrote on Fri, 15 February 2008 18:51Touche' my friend, touche'. However, I wasn't refering to that sandbag, but the one on the right side XP.
Same story still on the right side- You CAN repair it, though I'd have to say it's pretty hard to catch unless you have a nuke beacon advantage skin, or unless the power plant is the only building left.

Although, I think that MW was referring to the place behind those sandbags, not in front. It takes a few extra seconds to get to it, and those extra few seconds are fairly crucial to the survival of the nuke. And as for an orca flying around to detect it... You do realize that unless there are no tanks atall in the field trying to attack the GDI base, an orca will more than likely be busy trying to fend off Nod attacks.

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Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Sccrscorer on Sat, 16 Feb 2008 19:15:59 GMT
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nooooooooooooooooooooooooooooooooooooooooooo fiendin

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Sat, 16 Feb 2008 19:25:20 GMT
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Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Jamie or NuneGa on Sat, 16 Feb 2008 19:59:51 GMT
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Surth wrote on Sat, 16 February 2008 19:25but nobody buys snipers anyways except on flying maps.

An annoying high amount of people buy snipers on non flying maps very often.

Go into any of the nub infested servers and you'll see a bunch of people kill whoring with snipers.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Starbuzz on Sat, 16 Feb 2008 20:01:26 GMT
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Surth wrote on Sat, 16 February 2008 13:25Quote:So, hey, guess what, I just found a pretty big use for the SBH, among quite a few others they have (C4ing snipers on hills, running to the side of a tank then C4ing it then laser rifling it, etc). I highly doubt that's just "1%". Im not going to mention that there are 1359235734958 Ways that are better to deal with snipers (like say, tanks), but nobody buys snipers anyways except on flying maps.

Yeah, I agree. Also any sniper who is stupid enough to get a C4 on him by a SBH should stay in base mining and repairing.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Sat, 16 Feb 2008 20:06:31 GMT
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Quote:

Yeah, I agree. Also any sniper who is stupid enough to get a C4 on him by a SBH should stay in

base mining and repairing. Exactly. You can hear their steps, but even if you listen to music (which i do on publics as there is no one to communicate with anyway) you can simply turn around every 5 seconds and keep moving a bit. Most of the time there is a SBH waiting 20 minutes to get a c4 on me only to then get headshotted or miss his c4.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Sat, 16 Feb 2008 21:07:02 GMT
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Cabal8616 wrote on Sat, 16 February 2008 08:02MWright967 wrote on Fri, 15 February 2008 18:51Touche' my friend, touche'. However, I wasn't refering to that sandbag, but the one on the right side XP.
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BTW: If you want a perfect example of this, when I was playing Roni's modded server last night, I played 2 maps before leaving: Volcano, and Hourglass. Heres how that "99% useless SBH came in". I was lucky enough to get Nod 2 times in a row.

Volcano: I got an SBH, I went with another 2 SBH's, c4'ed their WF, destroyed it. I then got away without dying, went back, got a nuke, then got another SBH to plant a nuke at their bar while i planted one on the ref. We then had 3 arty's holding down the base with 2 techs supporting so they couldn't stop to repair both nukes, or lose a building to the artys. It was a lose-lose, so my nuke ended up destroying their ref. Now, amazingly, they did pretty much the exact same thing and destroyed 3 out of 4 of our buildings, and they still had their bar and PP. Now this whole time my team is defending their last building, our PP. While they do that, I take run along with my SBH who hasn't died for the ENTIRE GAMe, use my last remaining 1k to buy a nuke, run over, wait till all of their people run for a last siege on the hon, plant a nuke on their ped, and win the game for us all.

Hourglass: We ended up losing this, unfortunately, but this is still a perfect example of how an SBH comes into play. I killed an Engineer, retrieved his remote mines. When the lovely MRL's would come from the sides, I would simply walk behind then, plant two remote mines on them without knowing, ignite them, and BOOM, good bye MRL. I think kill whoever was unfortunate enough to go inside, and rack up huge kills. Want another example? After we destroyed their AGT (they ended up beating us with a ped nuke, ironically), I ran in with my 99% useless SBH, along with my remote mines, planted them on the spawn points, waited till someone spawned, picked an engineer, and once they began to leave, BOOM. Popped them. Grabbed more remote mines.

Repeated. I then planted two remote mines on the terminal in the Refinery in which they were respawning, killed one that respawned with my rifle, grabbed another 2 remote mines, placed a total of 4, along with my timed, and began completely molesting the terminal.

99% useless is just plain ignant'.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Starbuzz on Sat, 16 Feb 2008 22:11:37 GMT
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MWright967 wrote on Sat, 16 February 2008 15:07 Volcano: I got an SBH, I went with another 2 SBH's, c4'ed their WF, destroyed it.

Last time I checked, Roni's server did not have starting credits. A SBH costs 400 and a Hottie costs 350. If GDI had the slightest clue as to how to play the game, they would have gone on the offensive into your base and even managed to take down the PP or Ref. With the extra credits, some should have bought Hotties (especially on a map with no base defense) and mine the entrances to the buildings ASAP.

Since they did not mine like the idiots they were (long enough for the enemy to get 400 credit SBH), they let a bunch of n00by SBH's to destroy an important structure.

Otherwise, teched MLRS = GG

Simply put, you played against idiots and therefore won.

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MLRS should not be parked while they are attacking. They should be driving forward and reverse as they are attacking.

You fire the salvo of rockets, reverse slightly out of view of Nod (quickly scan behind you), then move up a bit and fire again.

The MLRS driver failed to check behind him and also, if this server was pure mode (without n00by weapon drops) then the whole SBH/remotes is rendered useless. SBH can still attack with Timed but how long are you gonna be doing that?

Also why attack an MLRS with SBH? Can the SBH shoot and kill the WF? No. Save up and get Tech/Arty: not only will you be killing every MLRS that sneaked up the side, you will also be able to attack GDI buildings.

MWright967 wrote on Sat, 16 February 2008 15:07I think kill whoever was unfortunate enough to go inside, and rack up huge kills.

Well, getting an insane amount of kills is surely motivating but won't win you the game.

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All that won't work if the server does not have drop weapons enabled!

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by GEORGE ZIMMER on Sun, 17 Feb 2008 04:54:11 GMT
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You do realize you're basically saying "OK THE SBH IS USELESS BECAUSE OF THIS INCREDIBLY MINUTE AND SPECIFIC SITUATION HERE THEREFORE IT MUST BE 99% USELESS", right?

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Sun, 17 Feb 2008 06:42:31 GMT
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Cabal8616 wrote on Sat, 16 February 2008 22:54You do realize you're basically saying "OK THE SBH IS USELESS BECAUSE OF THIS INCREDIBLY MINUTE AND SPECIFIC SITUATION HERE THEREFORE IT MUST BE 99% USELESS", right?

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Sun, 17 Feb 2008 10:38:17 GMT
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No, its useless because there is almost always a better way of attacking the enemy then sitting on your ass for 10 minutes because you cant get through the mines.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by GEORGE ZIMMER on Sun, 17 Feb 2008 10:56:41 GMT
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Another ignorant statement. There's many uses to an SBH than just sitting on your ass. If you seriously can't find a use for it, then you fail pretty hard if you can't make use of something that has a moderately powerful rifle, radar stealth, visable stealth (To a certain point), and decent health.

Yes, there are times when a battle calls for a technician instead of an SBH, but if you seriously think that just because those times happen make the SBH useless, you either need to play as Nod more, or actually USE the friggin SBH.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Sun, 17 Feb 2008 11:01:20 GMT
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You tell me to play as nod more? I've played probably near to 1000 cw matches, probably more then 100 against teams like SoQ, EF or H2O. There is NO need for SBHs, because they dont dish out much damage, because they are infantry and thus slow, and because the enemy just stomps into your base while you are still walking around.

But even in Publics, most people who buy a SBH just sit on their ass doing nothing for 30 Minutes instead of repairing my arty or buying a light and storming the fucking field.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by GEORGE ZIMMER on Sun, 17 Feb 2008 11:05:44 GMT
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Surth wrote on Sun, 17 February 2008 05:01You tell me to play as nod more? I've played probably near to 1000 cw matches, probably more then 100 against teams like SoQ, EF or H2O. There is NO need for SBHs, because they dont dish out much damage, because they are infantry and thus slow, and because the enemy just stomps into your base while you are still walking around.

But even in Publics, most people who buy a SBH just sit on their ass doing nothing for 30 Minutes instead of repairing my arty or buying a light and storming the fucking field.
For one, it's somewhat doubtful that having a single (Or two if you go with another SBH) person be the sole key in fending off an entire GDI assault. And yes, we're going to assume that it's the ENTIRE GDI TEAM, because according to you, SBH's are useless, and GDI knows this, so they're all going to attack, right?

Definetly NOT something you should try and, y'know, take advantage of. Let's also not forget that a single person can turn the tide of whole battle when a bunch of tanks are apperently "stomping" your base.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Sun, 17 Feb 2008 11:08:34 GMT
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Yeah, like he can... laserbeam my warfactory while i kill your whole base with Mediumtanks and Orcas...

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by GEORGE ZIMMER on Sun, 17 Feb 2008 11:23:14 GMT
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Serves as a nice distraction then, doesn't it. A few people are BOUND to rush back to their base if they hear their base is under attack.

Or, if you actually do have a nuke, plant the nuke on one of their buildings.

And I really highly doubt that your team is THAT bad as to all of a sudden completely fail without you unless it's like a 5 vs 5 clanwar. If they really do, you should probably join another clan...

Also, I've won in public serv's with SBH's, as have many others I'm sure. Don't even tell me that they're useless there.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Sun, 17 Feb 2008 18:28:49 GMT
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Cabal8616 wrote on Sun, 17 February 2008 05:23Serves as a nice distraction then, doesn't it. A few people are BOUND to rush back to their base if they hear their base is under attack.
 Err. No?

Quote:Or, if you actually do have a nuke, plant the nuke on one of their buildings. And get your whole base raped in exchange for one building.

Quote:And I really highly doubt that your team is THAT bad as to all of a sudden completely fail without you unless it's like a 5 vs 5 clanwar. If they really do, you should probably join another clan... Do you want to ad hominem me? Do you want to base your argument on my lacking skill eventhough im probably way better then you are?

Quote:
Also, I've won in public serv's with SBH's, as have many others I'm sure. Don't even tell me that they're useless there.I've won Publics with a tiberium sydney.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by R315r4z0r on Sun, 17 Feb 2008 18:45:12 GMT
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AWESOME! This is the best tactic ever. I just tried it in game and won like 46 times.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Starbuzz on Sun, 17 Feb 2008 19:36:42 GMT
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Cabal8616 wrote on Sun, 17 February 2008 04:54You do realize you're basically saying "OK THE SBH IS USELESS BECAUSE OF THIS INCREDIBLY MINUTE AND SPECIFIC SITUATION HERE THEREFORE IT MUST BE 99% USELESS", right?

I never said SBH is 99% useless. It's just the theme of the argument here. And no, that's not what I am saying either.

If SBH is so so good as you say, then why did EVERY public game I ever played where the Nod team is full of SBH fail to GDI?

Think about the TIME that is wasted while you are a SBH. How many players today actually have the balls to harv-walk? How many of them just wait around for the Havoc to get half-health so then they can attack him and get his fucking Ramjet?

And SBH is useful for vehicle stealing? LMAO...you repair your vehicle in the field in short quick bursts. Of course a SBH is going to steal the vehicle if the n00b just jumps out and repairs till 100% health/armor.

Renegade is a tank game.

Take for example a typical Public game in CnC_Field: just take a look at how many losers are in the tunnels simply trying to get kills while doing a ratsass job to help the team win.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by BlueThen on Sun, 17 Feb 2008 20:14:33 GMT
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Actually, *adjusts glasses* sbh's are 98.5 repeated % useless.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Dover on Sun, 17 Feb 2008 22:57:05 GMT
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MWright967 wrote on Fri, 15 February 2008 08:381. No. It isn't repairable from the ground.

Secondly, I think you forget something: They don't know where I AM. So the only time in which the orca will be able to shoot me, is when and IF the hotwires even find my nuke, and lets not forget, timed C4 works wonder, especially in such a tight little area as behind that sand bag. And hey, what if they have no WF? What if they have no money and can't buy an orca? Or what if all the useable orcas are on the field and dont make it back in time?

Not repairable from the ground?

I lol'd.

Also, the Orca doesn't need to find you. You'll give yourself away the minute you start firing. And if you don't fire? That's fine. Your nuke will get disarmed either way.

MWright967 wrote on Fri, 15 February 2008 08:382. Given my record? Sorry Dover, but I never recall having ever played with you, nor do I believe that you know anything of my uhhhh, "record" so to speak, considering I don't have one. I'm on the top 20 in some servers, and in others I'm that "noob" who comes in with a rank of 6121 out of 8000. I play on multiple servers and, considering I have never seen you in game (to my knowledge or memory) I highly doubt you are one for the judging. Believe me if you like, disbelieve me if you like. It doesn't really change fact, now does it? Point being, I use this strategy EVERY time I play Nod on Walls. And I have yet to fail. If you don't want to believe that, I really couldn't care less, considering I do have people who can vouch for my legitimacy.

I meant given your record of posting bullshit on these forums, making up statistics, saying things that are just plain untrue, etc.

And about the "yet to fail" thing, you are either:
-Lying.
-Playing against retards in UNRules, or something.

MWright967 wrote on Fri, 15 February 2008 08:383. Right. Because we all know how many APC's on a 25-50 player wall's game even make it past the med's and mammy's camping outside. Oh but wait, since you have such 1337 APC skills, you can just demine all the doors for your little SBH assistance to go in, instead of mining the tunnel and allowing them to come in at will and spawn kill, place nukes on the sides of the builing (AKA, that little L-Shaped corner behind the WF).I don't disagree with the part of "Mining the ramps for detection purposes", but mining buildings? Wow. Don't be ignorant.

Mining buildings is ignorant? ...lol. I'll let someone else handle this bit.

MWright967 wrote on Fri, 15 February 2008 08:384. Whoaz, nukes aren't scary? Wow I never knew that. Thanks for telling me Dover. Hey, a small hard to see beacon which can be placed in odd areas out of the reach of large numbers of players making it easy for the placer to pick them off at will. What could be good about that, right? I mean hey, with all that awesome C4 those

SBH's have, they can run in the building. But wait Dover- you mined the buildings instead of the front, so they can't get in, right? Dang. Oh and gosh, I forgot, on large maps every building will usually have at least 1 person in it who will just alert his/her team mates or demine it themselves . Awww...Hopes raised for no reason... My life is over *Puts gun to head. Bang.*

Lol. So, they'll be tipped off about invisible people with C4, but NOT about beeping beacons of doom that come with a server-wide warning and change the weather effects? But whatever. I'll leave this for someone else too, since you clearly know so much more about Renegade than I.

File Attachments
1) lol.jpg, downloaded 1054 times

2) lulz.jpg, downloaded 1035 times

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Starbuzz on Mon, 18 Feb 2008 01:55:38 GMT
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Cabal8616 wrote on Sun, 17 February 2008 04:56Yes, there are times when a battle calls for a technician instead of an SBH...

Every battle needs a Technician/Hottie while a SBH...lmfaoooooo

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

Posted by GEORGE ZIMMER on Mon, 18 Feb 2008 08:05:10 GMT

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Surth wrote on Sun, 17 February 2008 12:28
Err. No?
Well, I'll admit actually, that unless you're doing damage to the building (Decent damage), they probly won't rush back. But, it'd atleast help some to kill off any people that die and respawn in the base. At THAT point, multiple people are probably going to come back and help. One way or another, you can atleast serve as a distraction.

SurthAnd get your whole base raped in exchange for one building.
Again, we're assuming that GDI has so much firepower to rape your base soley because there's a lack of a single Nod technician running around. If that's the case, then by all means, be a tech. But since I'm pretty damn sure that rarely happens, I'd still rather stick to a tactic that changes the usual "be a tank, have techs, kill shit, repeat" that goes back and forth.

SurthDo you want to ad hominem me? Do you want to base your argument on my lacking skill eventhough im probably way better then you are?
I didn't say you lacked skill altogether. I said that if your clan itself lacks that much skill. I don't doubt that you're probably better than I am skill-wise in Renegade. Lrn2read.

SurthI've won Publics with a tiberium sydney.

Good for you, I never said Sydney's are 99% useless like you're saying SBH's are. Therefore, the relevence is 0. Though I'm pretty sure that was a sarcastic remark trying to state that you've won with a usually bad unit. In which case, NO U. If you can't take the word of several people over your own damn personal opinions of something, then it seems to me like you're the one with prejudices.

Starbuzz
I never said SBH is 99% useless. It's just the theme of the argument here. And no, that's not what I am saying either.

Then I retract my statement if you're not jumping on the bandwagon saying SBH is 99% useless. It annoys me when people make up bullshit statistics to boost their probably already over inflated ego.

StarbuzzIf SBH is so so good as you say, then why did EVERY public game I ever played where the Nod team is full of SBH fail to GDI?

I never said that it's all Nod should use- Infact, it's one of the most dumbass things to do to have a team FULL of SBH's. They're only good in very small groups (1, 2, maybe 3, depending on server side). Those are just the dumbasses you see in various public servers. In which case, yeah, they SHOULD get technicians and help the few arties/lights out on the field. If there even are any...

StarbuzzThink about the TIME that is wasted while you are a SBH. How many players today actually have the balls to harv-walk? How many of them just wait around for the Havoc to get half-health so then they can attack him and get his fucking Ramjet?

It depends what you're actually doing with the SBH to even be decent with them. And, if you're gonna say "Well no one has the balls to do it", then get the balls yourself and do it. Though, I'm pretty sure harv walking is forbidden in some servers.

As for the havoc thing. Most people that camp with havocs are like "LULZ I R SNIPPR GAWD I SNIPE U FRM HEER LOOOOOOL" and don't move around that much. Sneak up on the bastard (You can use crouch, you know. It minimizes sound.), then C4 his ass. Or start off with a nice little headshot. If you have enough room to still see him but be within complete stealth distance, stand back some and wait for him to turn around then turn back so he thinks it's clear.

While killing the havoc DOES sometimes reward you with a ramjet, that shouldn't be your priority. It's mostly good if the bastards are sniping your techs out in the field (If there are no techs, that's one of those times I said to BE one).

StarbuzzAnd SBH is useful for vehicle stealing? LMAO...you repair your vehicle in the field in short quick bursts. Of course a SBH is going to steal the vehicle if the n00b just jumps out and repairs till 100% health/armor.

Renegade is a tank game.

Take for example a typical Public game in CnC_Field: just take a look at how many losers are in the tunnels simply trying to get kills while doing a ratsass job to help the team win.

SBH's aren't neccisarily ALWAYS going to tank steal, yeah, but at the same time, not everyone is ALWAYS going to run out in short bursts. Especially if your team/clan has no history of using SBH's. One of Nod's specialty's is the element of suprise, right? Use it to your advantage. Again, it's another situation in Renegade that depends on the skill of the player and their knowlage of what to do. Pretty much only works in a public server, yeah, or against a really retarded clan.

As for the field thing, what relevence does that have with Renegade being a "tank" game? If by that you mean "Everyone's infantry so that's why it goes nowhere", then I do agree some, though it's handy there to have a few people in there. One to snipe techs/hotties from waterfall, another to protect said sniper (Another situation that depends on the amount of players, of course). Though, tunnel rushing IS quite retarded.

As 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.

StarbuzzEvery battle needs a Technician/Hottie while a SBH...lmfaoooooo
Uh, assuming you meant "instead of an SBH" and not "while a SBH" (The latter having no relevence to what you quoted), then that's a pretty ignorant statement to make. If the whole damned team is a bunch of techs instead of the whole damned team being a bunch of SBH's, it'd

be the same result- Failure.

If everyone is SBH's as you say, well then, if they all switch to techs, your whole team's going to become techs.

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.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Mon, 18 Feb 2008 08:39:46 GMT
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I honestly don't want to pull a Trooprm02 here, but guys....

If you think the SBH isn't one of the best characters in the game, you're a dumb ass.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by GEORGE ZIMMER on Mon, 18 Feb 2008 09:24:15 GMT
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Well, it's not THE best character out there, but CERTAINLY not the worst, nor the most useless.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Mon, 18 Feb 2008 09:42:02 GMT
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Cabal8616 wrote on Mon, 18 February 2008 03:24Well, it's not THE best character out there, but CERTAINLY not the worst, nor the most useless.

Well, lets face it. The SBH rifle is an extremely versatile weapon. In an SBH rush it can deal decent damage to buildings, great damage (provided you get headshots) to infantry, tear unarmored vehicles to pieces, and hurt armored vehicles.

Also, vehicle stealing. People say no one uses this.....I do. I steal so many mammy's with this it isn't even funny.

The SBH is the most versatile in the game. Do you realize the amount freedom you have in long ranges from stealth? You can do recon, snipe with a 4-loader, and pretty much get a weapon from a human or a spawn, and tear up the countryside.

Like I said previously, I play the game FOR the SBH. There is no best character, all are unique and have various deficiencies and effeences, but the SBH is by no means one of the worst characters and is definitely in my, and most people's, top favorite and or best charater list.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Goztow on Mon, 18 Feb 2008 09:59:14 GMT
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Quote:Like I said previously, I play the game FOR the SBH.
See, this is the whole problem. When I join a server and it's 8v8 and at the start of islands 4 players of the Nod team get a sbh, then I know I can say goodbye to victory. And it happens all too often on any map, though mostly on mlaps without base defences.

Using a sbh to steal vehicles is a complete waste of time. Then again: if you got people that allow you to steal mammies, then it's their own fault because:

1. mammies in an open field is just begging to give loads of points to the enemy anyway
2. repairing mammies in an open field is begging to get it stolen. Only thing you could maybe do is repair in small intervals.

I think I mentioned this before: it all depends on the amount of players, vehicle limit, the amount of teamplay, amount of "skill" (I mean game awareness, e.g. not taking an officer when u get 175 credits), ...

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

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 teamates 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 teamates 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.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by kannies on Mon, 18 Feb 2008 14:01:22 GMT

I used to play clanwars a long time ago. Now I only play on jellys-Mappack server cuz I get bored of the regular 6 year old maps. Usually play in small <10 a side games. Soon as my Nod team buys 4 sbh, yes its good bye!

SBH are pretty useless. The only time I ever use them is to perhaps steal an orca if the strip is down. 1/10 a nuke works. On lage 40 players servers, a cordinated nuke (with cover that the whole team knows about) works. However, noobish loner sbh strikes are just 300 points for GDI (unless GDI is retarded).

Another thing I hate is when SBH do nothing but annoy you when sniping (cuz they aint got the balls to take u head on as a sniper). This once happened on Niagra map. I was sniping, I got jumped by 5 sbh all scavanging for my rifle. When this happened. I just respawned, got a hummer, hotwire (and a teammate), and blew up the hand. I knew this would work because 5 sbh = 5 less people in base to stop me. Then I got flamed for killwhoring Well the sbh shouldnt have jumped me then! Play dirty with me and i'll do the same to you LOL.

If you play on Jelly Mappack at the moment you will know I am currently ranked 1. I didnt get there using cheap tactics, and I will say I have never bought SBH (only once to steal an orca couple weeks back) becuase you spend most of your time hiding and evading conflict than getting points or kills.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Starbuzz on Tue, 19 Feb 2008 18:21:03 GMT

Cabal8616 wrote on Mon, 18 February 2008 02:05And, if you're gonna say "Well no one has the balls to do it", then get the balls yourself and do it.

Err...I got all the balls allright. I would like to see more SBH with the same balls.

Like kannies mentioned, they are all busy hiding. Instead of SBH, just get Tech/Hottie and repair your team's vehicles. Once I teched 3 arts in CnC_Field in a Public game to retake the field and eventually win. Base destruction is the point of the game...but you are all allowed to "mess around" in characters that have a limited scope of use for your own enjoyment.

By the time a SBH can get enough credits for a Beacon, you could already be killing their base with teched Arts.

Cabal8616 wrote on Mon, 18 February 2008 05:18
1: You kill the engineer/hotwire, thus allowing your teamates to easily take out the vehicle.
Unless the Engi/Hottie is really stupid and standing still, you are gonna have a hard time shooting that pesky noisy slow rifle trying to kill the repairers.

Cabal8616 wrote on Mon, 18 February 2008 05:182: The hotwire/engineer jumps back in the vehicle. Bye bye repairs from them, then.
3: The vehicle turns its attention to you and blows your head off in one shot...there goes your 400 credits. And then attacks your base.

Fixed.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by GEORGE ZIMMER on Tue, 19 Feb 2008 18:49:48 GMT

StarbuzzErr...I got all the balls allright. I would like to see more SBH with the same balls.
Agreed, it's tiring seeing everyone being a pussy with SBH's, or they think they're the fucking predator. SBH's are really good units, 'cept people tend not to use them well.

StarbuzzLike kannies mentioned, they are all busy hiding. Instead of SBH, just get Tech/Hottie and repair your team's vehicles. Once I teched 3 arts in CnC_Field in a Public game to retake the field and eventually win. Base destruction is the point of the game...but you are all allowed to "mess around" in characters that have a limited scope of use for your own enjoyment.

Not ALL, but I suppose it depends on who's playing it. And as I said, yeah, if there's arts in the field not being tech'd or not being tech'd enough, go be a tech. It'll help more than an SBH in that type of situation.

However, I resent that statement of you saying they have a limited scope. They can do quite a bit

more than you think they can. They're probably one of the very few units who are moderately good vs infantry, vehicles, and bases. Most have a "specialty", and aren't really good at everything, but instead, decent at a few things or very good at one thing.

StarbuzzBy the time a SBH can get enough credits for a Beacon, you could already be killing their base with teched Arts.

Yeah, sometimes, but sometimes a battle calls for tactics that havn't been used. If they can fight off your tech'd arts (Which are quite possible if they have a bunch of meds in the field), you'll need to use something different. The SBH is one of things you can use to change up the battlefield.

StarbuzzUnless the Engi/Hottie is really stupid and standing still, you are gonna have a hard time shooting that pesky noisy slow rifle trying to kill the repairers.
Yeah, I know, but it IS a possibility. A low one, but possible (Not probable, just possible). Mostly the second two examples are what happen.

StarbuzzCabal8616 wrote on Mon, 18 February 2008 05:182: The hotwire/engineer jumps back in the vehicle. Bye bye repairs from them, then.
3: The vehicle turns its attention to you and blows your head off in one shot...there goes your 400 credits. And then attacks your base.

Fixed.
Not neccisarily. If it's an MRLS, they have trouble turning around easily. And if you're to their side, guess what- They turn their nice, wide, and easy to shoot side to your teamates. Making them incredibly easy to hit as compared to if they're hitting them straight on. If it's a med, well, I'll admit that you'll probably have trouble killing it, but there IS such a thing as "dodging the shells". Not THAT hard to avoid a tank. Especially if you can run up to the side and react to any of their movements, and even plant a C4 on it. Chances are, yeah, the hotwire will jump and out get rid of it- But that also means they'll be spending less time repairing the med itself.

Even if they repair a bit of both at the same time, the repairs on the med are still slowed, giving your team a definite advantage.

If it's a mammoth... Well, people rarely use mammoths... And if they do, chances are they're the types of people that think they can win the whole game with an SBH and no coordination with their team. So it'd probably get owned anyways. Also, mammoths are really easy to dodge once you run right up next to 'em, making it even better.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Tue, 19 Feb 2008 18:59:07 GMT
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Quote:, giving your team a definite advantage. Yes, thats what its all about. And guess what, i can think of 100 Ways that are either cheaper or are more effective then buying a sbh.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by GEORGE ZIMMER on Tue, 19 Feb 2008 19:02:21 GMT
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List atleast 10 of them to prove me wrong, then. The ONLY thing I've heard you say is better than buying an SBH, is a technician, which I've not said is completely wrong- I agree, there are many cases which call for a tech over an SBH, but there's also times when an extra technician just won't help enough.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Goztow on Tue, 19 Feb 2008 19:06:18 GMT
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Usually getting a tank is a better idea than getting infantry anyway.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Tue, 19 Feb 2008 19:08:14 GMT
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100 was obviously an auxesis. But whatever:
Technician
LCG
Raveshaw
Sakura
Arts/Flamers/Lights/Stanks (depends on the map, but you'll need 1 or 2 different vehicle types on most maps)

You see, Its just like you have the choice of getting a salary of 2000 Euro or 3000 Euro. The 2000 Euro is the SBH, the 3000 the Vehicle. See, theres just always a better option then buying a SBH. ALWAYS.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by GEORGE ZIMMER on Tue, 19 Feb 2008 19:59:12 GMT
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SurthTechnician
As I said, yes, there are times the battle calls for technicians, and times when it calls for changes in tactics. Whether you want to beleive it or not, a bunch of tech'd arties<a bunch of tech'd meds. There's just times when it calls for a change in tactics, to suprise the enemy. EVERYONE's going to expect tanks to run up to them and try to take them down. Alot less people will expect an SBH to come and fuck their shit up.

SurthLCG

LCG's are good against tanks, but they cost 50 more, and aren't too great for base assaults. They're good for fending off enemy tanks when you lack an airstrip, though still not excellent. They're also not stealthed like an SBH is.

SurthRaveshaw
Raveshaw costs 1,000, his range isn't that great, and his anti-tank capabilities aren't that great. You'd be better off with an engineer and a light tank/stank. He's also not that great vs infantry, really. Sakura's better vs infantry, or a 500 sniper. Really, he's basically got the same capabilities as an SBH, but he isn't stealthed, and costs 600 more. And for what? 50 more health? Lame.

SurthSakura
Only for taking out orcas and/or infantry. Or point whoring. Otherwise, the 600 you spend isn't really going to help much except perhaps to point whore, which is quite frowned upon in many servers (In publics though I know some of them fix the pointwhoring glitch). For base assault, or taking out tanks or serving as a distraction, they don't compare atall to an SBH. You'd be better off with a tank or LCG for base assault and anti tank.

SurthArts/Flamers/Lights/Stanks (depends on the map, but you'll need 1 or 2 different vehicle types on most maps)
For one, yes, you always need tanks in the field. And also, having 7 arts on the field while not tech'd=fail. I've seen it WAY too many times where everyone thinks spamming arties will win them the game. It doesn't. But yes I do agree, you need some variety in tanks. About 3 arts max while tech'd, and various other tanks to help them (Lights and stanks are preferred, flames are really only good for base assault).

However, if your vehicle limit is full, guess what- This option's fucked. What then? Tech spam? Yeah, if they got havocs to take out your techs, you're screwed. Because everyone's too busy being a tech to clear those havocs, and chances are the havocs aren't dumb enough to stand still and take arty shells to the face. That's DEFINETLY where some SBH's or various other infantry come in handy, to help take out those havocs. They can run up to an infantry, and really, unless they're being shot at, by the time the stealth is visable, you're in range of your laser rifle. One nice thing about Renegade maps is that sniper nests often have multiple points of entry, allowing flank tactics with infantry. Especially useful as an SBH.

I've also seen this many times- Hell, I've even been on the defensive side when the GDI team only used hotwires, MRLS's, and mammoths (which suprisingly didn't die in an instant... and the game didn't have a time limit so points didn't matter). Guess what I did? Ran through their tank lines with an SBH, and picked off some hotwires. Of course, some of them ran back into the MRLS, but it still helped ALOT. And when they ran back into the MRLS/Mammoth, guess what I did? Laser rifle'd the MRLS's, and even killed a few. I was lucky enough to pick up an LCG after that too, cuz one of my teamates died as an LCG black hand, which allowed me to take out some mammoths, but that doesn't count much here I suppose, seeing as how not every server has weapon drops enabled.

But yeah, long story short, their assault got demolished, with the help of teamates of course. And why did we fend off the attack? Not because of a Raveshaw. Not because of a Sakura. Not because of a technician. Not because of a stank (Airstrip was dead anyways). Not because of an arty (Though there was one helping there). Not because of a light tank. Not because of a flamer.

Not because of an LCGer. And not because of the SBH, even. It was because of many of the Nod team pulled together, with the HELP of an SBH, that they held off the rush. Had I been a Raveshaw, Sakura, LCG, or whatnot, I would NOT have been able to get behind enemy lines and take out the hotwires. Infact, if I recall, I only had enough money for an SBH at the time, so the only things I COULD have afforded was a technician or waited some time for an LCG.

SurthYou see, Its just like you have the choice of getting a salary of 2000 Euro or 3000 Euro. The 2000 Euro is the SBH, the 3000 the Vehicle. See, theres just always a better option then buying a SBH. ALWAYS.

A good anology, if it were actually realistic. Naturally, if you had the choice to choose something better, you'd go for it. But for one, you don't always have that choice. In real life, your choices are limited. You're usually limited in money in Renegade anyways, so an SBH is sometimes one of the few units you have.

And also, as I said before, vech limit   . That's like saying a nuke is better than a soldier in real life. No fucking shit it's better, but yet we still use infantry and tanks in warfare. Why? For one, much cheaper. For two, many situations do NOT call for a nuke. Example: Clearing out a terrorist camp with hostages. Do we nuke it? No, because it calls for a smaller, specialized task force.

The same can be applied to an SBH over a tank. For one, you can't always build tanks, but let's say you can. Would an untech'd art REALLY help that much? No, you'd need a technician to help out, which really wouldn't do much. Especially vs havocs taking out your hotwires. They'll just instantly kill your art in seconds flat. And let's say you join your tank force up at the front lines. That means the techs there will probably try and repair your art. What then? Well, the untech'd arts are then attacked. The enemy, unless they're braindead, will attack the weakest target. If the techs DON'T repair your otherwise untech'd art, you're fucked. Congrats on wasting 400 credits on an arty, when you could have been an SBH and helped take out havocs. Or even better, congrats on getting your teamates fucked.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Spoony on Tue, 19 Feb 2008 20:10:26 GMT
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the idea that an SBH will do a better job of dealing with havocs than an artillery will is rather mystifying

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Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Sccrscorer on Tue, 19 Feb 2008 20:55:06 GMT
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damn man you just said how theres always something better than an sbh at accomplishing your task. If you want to kill hotties on meds get a sak if you want to kill tanks get a teched art. The only thing sbhs are good at are stealing tanks - only possible after the sak has picked off the hottie and nuking on non base defense maps - and the nuking bit is only for pubs throw in a cw and

sbhs are only a last ditch attempt at a win by stealing a med in your ass on say complex. even nuking would be done better by a sniper or engie so you can kill yourself and get back

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Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by topcap on Tue, 19 Feb 2008 21:19:11 GMT
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This topic is not about being an sbh but getting rid off them when they come into your base.

Any way the main reason why nod win on no-base defense maps is because they plant nukes with other sbh`s or on there own and they plant them in sneaky areas which everyone no about.

So thats why you should always have some one just scanning the base with an humm-vee or an APC or Mobius so if a sbh does have a nuke we can kill them before they plant the beacon

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Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Sccrscorer on Tue, 19 Feb 2008 21:29:15 GMT
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topcap you had your page of amazingly good strategy now theres a discussion with two sides goin

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Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Wed, 20 Feb 2008 01:19:26 GMT
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SBH > ur fais

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Dover on Wed, 20 Feb 2008 03:26:17 GMT
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No, topcap. No.

Unless you're still being housebroken, there is no reason why SBH planting nukes should be anything less (or more) than free points.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by kannies on Wed, 20 Feb 2008 08:59:08 GMT
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Cabal8616 wrote on Tue, 19 February 2008 13:02List atleast 10 of them to prove me wrong, then. The ONLY thing I've heard you say is better than buying an SBH, is a technician, which I've not said is completely wrong- I agree, there are many cases which call for a tech over an SBH, but there's also times when an extra technician just won't help enough.

Name a time when a tech wont help? I thought you can never get too many technicians! They repair the base, they repair tanks. A teched arty yes is nearly unstoppable, but get 2 or 3 techs behind that arty, the techs can repair each other when injured.

Maybe repairing tanks doesnt get you that many points or get you an MVP, but if you work as a team and manage to take out the base defenses or some other critical structure, then you have played your part and you can then ego (with SBH if you wish).

SBH do have their uses, but at the beggining of the game, when you have no idea what the enemy will do or what strategy they will play, buying them is usually a waste of time. If you want to coordinate a SBH c4 rush, usually its a good idea to try and discover if they have mined or not. Nothing worse than getting to base, fully mined then you are just 3SBH hanging around being useless.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by topcap on Wed, 20 Feb 2008 16:27:26 GMT
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But what happens if the sbh`s plant more than one nuke thats 750 points to them

---

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Wed, 20 Feb 2008 17:38:27 GMT
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And 2500 Points for GDI because they killed your fucking buildings.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Starbuzz on Wed, 20 Feb 2008 18:30:04 GMT
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kannies wrote on Wed, 20 February 2008 02:59Maybe repairing tanks doesnt get you that many points or get you an MVP, but if you work as a team and manage to take out the base defenses or some other critical structure, then you have played your part and you can then ego (with SBH if you wish).

That's an excellent point kannies has hit on. Most players in Public servers today care more about their ego-boosting kill counts, points, and being MVP while the most important teamwork often

takes second place.

There are innumerable games I played where I had low scores but the team won due to constant Tech/Hottie support I (and other players) provided.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by topcap on Wed, 20 Feb 2008 18:55:32 GMT
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when i first started plaing this gme 5 years ago people were more smart with sbh`s.

now is they see a sbh they chase them shooting at them but then they just ran after them casualy.

also now more and more people are planting nukes with sbh`s but then they did a APC  rush with sbh`s in then let them out nd they will do a beacon rush. now they plant single beacons becuase then there were no people scanning the base.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by topcap on Wed, 20 Feb 2008 18:57:38 GMT
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my point of that post was that there were less people scanning the base then than there is now so more loan beacons being placed

---

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Thu, 21 Feb 2008 01:39:54 GMT
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Personally ,I think we lose sight of the entire thing. . . ..This is a game. Game's are meant to have fun with. SBH's are yes, fun. Therefore, SBH's kick ass.

Period.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Dover on Thu, 21 Feb 2008 02:30:36 GMT
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Is it fun to realize that your ultimate nuke spot can be disarmed from less than 10 feet away from a PT?

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Thu, 21 Feb 2008 04:20:05 GMT
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Dover wrote on Wed, 20 February 2008 20:30Is it fun to realize that your ultimate nuke spot can be disarmed from less than 10 feet away from a PT?

No, not MY nuke spot. I don't put there. I put it to the right, where it can't be repaired from the ground.

The internet is not serious business

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Thu, 21 Feb 2008 06:34:35 GMT
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Calx wrote on Wed, 20 February 2008 19:39Personally ,I think we lose sight of the entire thing. . . ..This is a game. Game's are meant to have fun with. SBH's are yes, fun. Therefore, SBH's kick ass.

Period.
I dont think its fun when i loose because of morons like you that dont do anything for Nod

---

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Dover on Thu, 21 Feb 2008 07:37:35 GMT
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Calx wrote on Wed, 20 February 2008 20:20Dover wrote on Wed, 20 February 2008 20:30Is it fun to realize that your ultimate nuke spot can be disarmed from less than 10 feet away from a PT?

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You mean, the spot in my screenshots?

Reading is serious business

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Thu, 21 Feb 2008 11:36:16 GMT
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No. I don't mean the spots in your screenshots, that would be a little pointless would it?

Dover is not serious business

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by BurnItDwn on Thu, 21 Feb 2008 12:14:08 GMT
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Spoony wrote on Wed, 20 February 2008 07:10the idea that an SBH will do a better job of dealing with havocs than an artillery will is rather mystifying

QFT.

If the Havoc is decent enough, he'll just kill you once you fire off a shot. Not to mention that the only times I wouldn't get an arty would probably be on Fly maps, or when I feel like taking down the buildings with a techie on Rush maps.

Quote:If you think the SBH isn't one of the best characters in the game, you're a dumb ass.

I guess I'm a dumb ass, then.

Also. If you think SBH can win a CW, just quit. Right now.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Thu, 21 Feb 2008 13:07:26 GMT
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Who are you, orca?

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Dover on Fri, 22 Feb 2008 00:19:02 GMT
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Calx wrote on Thu, 21 February 2008 03:36No. I don't mean the spots in your screenshots, that would be a little pointless would it?

Dover is not serious business

How about you post some screenshots of your own, then? Since my screenshots show the spot on the "Right" side, and the video shows them on the other side. You're kind of running out of sides at this point.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Starbuzz on Fri, 22 Feb 2008 03:41:10 GMT
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I sure hope an SBH is smart enough to not lay a nuke while I am around in my Orca. I kill infantry in about 3 seconds with the guns.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by topcap on Fri, 22 Feb 2008 19:31:05 GMT
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Thats the thing about no-base defense flying maps.

If you plant a nuke with sbh`s the orcas can find you.

the best pace to plant a nuke. the weapons factory is between the two tunnels

---

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by CnC-Junk-E on Sat, 23 Feb 2008 00:33:40 GMT
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Best place to plant Nuke on WF.. Works 100% these days, whereas back in 2002 when i first started playing people used to cover this area more often, and it was harder to get a nuke in this area..

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by topcap on Sat, 23 Feb 2008 10:37:46 GMT
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i never put a c4 near my nuke it gives its positoin away

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by CnC-Junk-E on Sat, 23 Feb 2008 10:42:43 GMT
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topcap 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..

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Dover on Sat, 23 Feb 2008 11:02:03 GMT
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CnC-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

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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.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by CnC-Junk-E on Sat, 23 Feb 2008 11:27:45 GMT
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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..

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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..

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Posted by Dover on Sat, 23 Feb 2008 16:46:38 GMT
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CnC-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

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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.

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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5. Maybe it works 90% of the time because you're playing againt 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

---

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Jamie or NuneGa on Sat, 23 Feb 2008 18:05:45 GMT
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Going back to the point about timed c4... unless someone is using advantage skins the timed will be less likely to be seen than the nuke, therefore it won't give the nuke away.

Furthermore the c4 is very helpful against hotty's as it may just kill one of em and in a small spot

the timed could cover the main disarmament place.
Also the c4 would cause most(not all) hotwires to keep their distance from the nuke through fear of killing blown up. Thereofr increasing the disarmament time with can often cause a nuke to go off, just due to the fact that someone stands too far away.

Therefore if you have a timed c4 use it to cover a nuke.

Another tactic I find useful in smaller player games is using the c4 on an mct far away from the nuke spot, which often causes people to go investigate and get maximum distance from actual nuke.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Sat, 23 Feb 2008 18:20:30 GMT
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I find that a strategically placed c4 near the nuke itself is far more useful than a diversion...But not totally without it's merits, I'll give you that.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by topcap on Sat, 23 Feb 2008 18:53:02 GMT
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It also depends how many people are repairing the nuke if their is 6 eng/hotties/tech can difuse the c4

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Starbuzz on Sun, 24 Feb 2008 00:06:55 GMT
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NuneGa wrote on Sat, 23 February 2008 12:05Going back to the point about timed c4... unless someone is using advantage skins the timed will be less likely to be seen than the nuke, therefore it won't give the nuke away.

The problem is that almost every idiot now playing has those advantage C4 and mine and beacon skins.

The other day in CnC_Under, some Hotties slipped through the PP tunnel and layed a Beacon and I couldn't find them.

I was like WTF...where the hell? I could hear the "pling pling pling"...then a moment later I stopped, looked and found it right there and disarmed it.

Now how many idiots miss having that part of gameplay because of advantage skins?

Most of them have advantage skins seriously compromising the originality of the gameplay.

If you want skins, then get character skins that don't make any drastic changes to WW's design. The only skin (custom by me) is that my BH sniper's helmet visor is a thin spooky ninja-like red slit and not a motorcyle helmet with a big visor.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by CnC-Junk-E on Sun, 24 Feb 2008 01:50:42 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

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LOL...

Dude im just sharing my tactics here, its not asif i imagined all this or dreamed it up.. ive been playing this game since it first came out pretty much and ur here talking to me about 9 yr old kids with disabilities, thats sad..

do yourself a favor and listen to your mate and get a life..

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by sadukar09 on Sun, 24 Feb 2008 12:44:57 GMT
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CnC-Junk-E wrote on Sat, 23 February 2008 19:50Dover 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

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Ad Hominem.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by topcap on Sun, 24 Feb 2008 20:31:29 GMT
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what???

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Sun, 24 Feb 2008 21:00:27 GMT
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Its Latin.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by CnC-Junk-E on Sun, 24 Feb 2008 22:46:33 GMT
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An ad hominem argument, also known as argumentum ad hominem (Latin: "argument to the man", "argument against the man") consists of replying to an argument or factual claim by attacking or appealing to a characteristic or belief of the person making the argument or claim, rather than by addressing the substance of the argument or producing evidence against the claim. The process of proving or disproving the claim is thereby subverted, and the argumentum ad hominem works to change the subject.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by sadukar09 on Mon, 25 Feb 2008 12:05:51 GMT
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CnC-Junk-E wrote on Sun, 24 February 2008 23:46An ad hominem argument, also known as argumentum ad hominem (Latin: "argument to the man", "argument against the man") consists of replying to an argument or factual claim by attacking or appealing to a characteristic or belief of the person making the argument or claim, rather than by addressing the substance of the argument or producing evidence against the claim. The process of proving or disproving the claim is thereby subverted, and the argumentum ad hominem works to change the subject.
Don't ever copy from wikipedia, ever.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Mon, 25 Feb 2008 14:24:22 GMT
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Wow. Sadukar, my hats off to you sir. That was fairly impressive.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by JPNOD on Mon, 25 Feb 2008 20:18:16 GMT

CnC-Junk-E wrote on Sat, 23 February 2008 06:27Dover 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, patroling 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..

Nuking in a 50 player server isn't as hard as some of you may think.

It can be alot harder in a 4 player server.

Nuking requires the right timing.(Especialy in public servers) (counts for most things in Renegade) it's all about anticipating the move you enemy is making. For example if your base is being sieged, big chance you get to nuke a building down without probs.

Another one, always use the pistol when your an sbh no matter what 90% of the situation. There is nothing more destructive then your enemy that won't know what hit em. A better argument is probably the sound a sbh laser rifle.. creates ! hey guys me and my nuke is RIGHT here.

If your playing in a organized game nuking is a way to get distraction but it's alot harder to get it

done.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by CnC-Junk-E on Tue, 26 Feb 2008 01:39:34 GMT
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sadukar09 wrote on Mon, 25 February 2008 06:05CnC-Junk-E wrote on Sun, 24 February 2008 23:46An ad hominem argument, also known as argumentum ad hominem (Latin: "argument to the man", "argument against the man") consists of replying to an argument or factual claim by attacking or appealing to a characteristic or belief of the person making the argument or claim, rather than by addressing the substance of the argument or producing evidence against the claim. The process of proving or disproving the claim is thereby subverted, and the argumentum ad hominem works to change the subject.
Don't ever copy from wikipedia, ever.

LoL.. why not?... is it copyrighted?... ROFL

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by sadukar09 on Tue, 26 Feb 2008 12:15:13 GMT
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CnC-Junk-E wrote on Mon, 25 February 2008 19:39sadukar09 wrote on Mon, 25 February 2008 06:05CnC-Junk-E wrote on Sun, 24 February 2008 23:46An ad hominem argument, also known as argumentum ad hominem (Latin: "argument to the man", "argument against the man") consists of replying to an argument or factual claim by attacking or appealing to a characteristic or belief of the person making the argument or claim, rather than by addressing the substance of the argument or producing evidence against the claim. The process of proving or disproving the claim is thereby subverted, and the argumentum ad hominem works to change the subject.
Don't ever copy from wikipedia, ever.

LoL.. why not?... is it copyrighted?... ROFL
Makes you seem like an idiot that you can't explain it in your own words. Dumbass.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Goztow on Tue, 26 Feb 2008 12:37:15 GMT
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I personally find that it makes him look smart for looking it up and then copy-pasting it for all to understand what was ment.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by sadukar09 on Tue, 26 Feb 2008 13:02:38 GMT

Goztow wrote on Tue, 26 February 2008 06:37I personally find that it makes him look smart for looking it up and then copy-pasting it for all to understand what was ment.
Could've at least mentioned it came from Wikipedia?

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by kannies on Tue, 26 Feb 2008 13:52:09 GMT

The word 'Plagurism' come to mind....

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Sccrscorer on Tue, 26 Feb 2008 15:11:32 GMT

kannies wrote on Tue, 26 February 2008 08:52The word 'Plagurism' come to mind....

lmao

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by sadukar09 on Tue, 26 Feb 2008 20:14:20 GMT

kannies wrote on Tue, 26 February 2008 07:52The word 'Plagurism' come to mind.... Plagiarism.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by CnC-Junk-E on Wed, 27 Feb 2008 02:18:43 GMT

Ad Hominem.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by CnC-Junk-E on Wed, 27 Feb 2008 02:21:10 GMT

sadukar09 wrote on Tue, 26 February 2008 07:02Goztow wrote on Tue, 26 February 2008 06:37I personally find that it makes him look smart for looking it up and then copy-pasting it for all to understand what was ment.
Could've at least mentioned it came from Wikipedia?

sadukar09 = Keyboard Rambo

Go look it up on wikipedia faggot..

It means, 'A faggot who sits at home and abuses others on the internet because he has no fucking life.'

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by GEORGE ZIMMER on Wed, 27 Feb 2008 03:02:36 GMT
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@ this thread now.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Starbuzz on Wed, 27 Feb 2008 03:53:58 GMT
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I agree with Cabal there.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by sadukar09 on Wed, 27 Feb 2008 11:55:18 GMT
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CnC-Junk-E wrote on Tue, 26 February 2008 20:21sadukar09 wrote on Tue, 26 February 2008 07:02Goztow wrote on Tue, 26 February 2008 06:37I personally find that it makes him look smart for looking it up and then copy-pasting it for all to understand what was ment.
Could've at least mentioned it came from Wikipedia?

sadukar09 = Keyboard Rambo

Go look it up on wikipedia faggot..

It means, 'A faggot who sits at home and abuses others on the internet because he has no fucking life.'

Hypocrite.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Chimp on Wed, 27 Feb 2008 16:05:18 GMT

Sadukar is seeming less and less retarded by the day, and others like Surth are starting to take his place....I for one am worried

---

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by topcap on Wed, 27 Feb 2008 16:37:18 GMT

Yeah i Know lol

Can we keep to the subject a bit please

dont want to lose track of it

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by sadukar09 on Wed, 27 Feb 2008 16:55:56 GMT

Calx wrote on Wed, 27 February 2008 10:05Sadukar is seeming less and less retarded by the day, and others like Surth are starting to take his place....I for one am worried

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Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by Herr Surth on Wed, 27 Feb 2008 18:04:54 GMT

Calx wrote on Wed, 27 February 2008 10:05Sadukar is seeming less and less retarded by the day, and others like Surth are starting to take his place....I for one am worried
Im worried about all the noobs crawling out of the nowhere trying to make up strategies... oh well.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by sadukar09 on Wed, 27 Feb 2008 20:27:51 GMT

Surth wrote on Wed, 27 February 2008 12:04Calx wrote on Wed, 27 February 2008 10:05Sadukar is seeming less and less retarded by the day, and others like Surth are starting to take his place....I for one am worried
Im worried about all the noobs crawling out of the nowhere trying to make up strategies... oh well.
Just ignore them, and hope they go away.

Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by topcap on Thu, 28 Feb 2008 18:21:51 GMT
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Sadukar can you look at your private messaging and message me back

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