
Subject: Stopping stealth guys + nukes
Posted by [lluvguns](#) on Fri, 23 May 2003 01:28:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

How do you stop stealth troopers with nuke beacons? I mean in maps with no adv guard tower?

Subject: Stopping stealth guys + nukes
Posted by [-Tech-](#) on Fri, 23 May 2003 03:11:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mine everything, get a Hummer or APC and spray bullets everywhere...

Be Nod...

Subject: Stopping stealth guys + nukes
Posted by [lluvguns](#) on Fri, 23 May 2003 03:25:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

The problem isnt killing them, the problem is that they plant nukes before we know they are there.

Subject: Stopping stealth guys + nukes
Posted by [xpontius](#) on Fri, 23 May 2003 19:34:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

You could get lucky and encounter a dumb sbh who thinks hes invincible
other wise mining hard to reach spots such as ramps and other building spots works.

Subject: Re: Stopping stealth guys + nukes
Posted by [K9Trooper](#) on Fri, 23 May 2003 21:21:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

lluvgunsHow do you stop stealth troopers with nuke beacons? I mean in maps with no adv guard tower?

1. Mine areas that are prime beacon spots.
 2. Have 1 or 2 guys hang back. 1 engi/tech and 1 as any other charactor(To defend the engi/tech)
 3. Get an APC or a Hummer to spray the area with gunfire. The SBH will appear when hit.
-
-

Subject: Stopping stealth guys + nukes

Posted by [SuperTech](#) on Sat, 24 May 2003 14:48:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Using the APC + bullet spray on islands is very cool for GDI. I once disarmed 7 nukes on islands before NOD got the hint and then did a stank rush and we lost. It was easy because A. all the buildings were mined, so SBHs were forced to nuke outside the buildings and B. it's very predictable where people will try to nuke, so you can narrow your sweeps.

If you get a hotwire, you can use your repair gun to do sweeps. If you hit on a SBH, he will shimmer. Using a grendier to place random hits is also a good way.

Mobius can see SBHs better then anyone else and their guns have a long range. I usually will change into a mobius if we have one building left. Then it's massacre time, beause you'll usually have 3 or 4 dipsticks trying to nuke the last building which is a BAD idea on their part!

Subject: Stopping stealth guys + nukes

Posted by [Homey](#) on Sat, 24 May 2003 16:23:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Walls flying, mine up front and tunnels and have a med park there, he can see both explosions- same for walls

complex, mine the middle, watch for sbh run across tib, mine tunnels
canyon, mine tunnels and front but there is a another way in i wont tell
volcano...you cant do much other then mine tunnels
islands, mine tunnels and front
