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Subject: Single nuker in 16 vs 16 game

Posted by [karmai](#) on Tue, 22 Mar 2005 20:11:11 GMT

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Well it depends, you can put it on the top of the weapons on walls flying gdi on the ramp, and people probably 30% of the time wont find it (considering public server players pretty much all suck, and if there is a good player in the game .. he'd prolly be having too much fun with an orca to worry about a single sbh nuke). Your better off sneaking in with an apc or something to cover it with. Unless they have more than 2 or 3 pics youd get the becon.

On islands, it isnt likely if gdi has a weapons and barracks, unless you maybe ref hop.

Canyon, erm. you can hide under the ramp by the weapons and kill techs with an sbh,... if you run into a mobius or gunner, sniper.. youd get killed and the becon disarmed.

Complex is alot like islands in that sense, except WAY more people stay in the base, so it is even less likely considering the size of the map. And how easy it is to keep sbhs out.

Volcano, more buildings = more likely, behind the barracks is always a good option.

Keep in mind you're always beter off with vehicles.

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