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Subject: Stopping stealth guys + nukes

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

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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!

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