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.