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