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Subject: Re: Sbh`s on no-base map and how to get rid of them

Posted by [Dover](#) on Fri, 15 Feb 2008 10:55:34 GMT

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Lol, okay MWright...

MWright967 wrote on Fri, 15 February 2008 01:34 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.

Since you have access to the roof, I'll assume it's walls\_flying.

Since it's walls\_flying, I'll assume there's at least one orca within 10 seconds of the base (There are usually several).

Since there's an orca near the base, nukes are found near-instantly, and SBH can't shoot or they get chaingun rounds through their shiny face.

Oh, and that spot your talking about is disarmable from the ground. No need to try to squeeze around on the roof.

MWright967 wrote on Fri, 15 February 2008 01:34 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.

Either you're lying about never failing (Which, given your record, is more than likely), or you're playing against children with down syndrome.

MWright967 wrote on Fri, 15 February 2008 01:34 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

30 mines total

8 mines on the barracks (4 per door)

5 on the WF's back door (Front door gets so much traffic, mines are unnessessary).

8 on the PP (4 per door)

8 on the ref (4 per door)

1 on the WF ramp (For warning purposes)

And lets look at the alternative. Mining the front entrance? Nod would be laughing their faces off every time they do an APC rush and watch our entire minefield go off and do about 100 damage to a vech. Then NOTHING is mined.

Nukes aren't scary. Especially not on walls flying. I'm not afraid of your shiny man with his Nuclear

strike beacon. It just means free points for me, and the chance to rub it in when I disarm it. SBH with C4? That's scary. Three of them can level half the base within seconds (Literally. Three seconds or so), and I'm given no warning in advance. Not only that, but vechs can't give support in the disarming effort.

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