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

Posted by [Chimp](#) on Fri, 15 Feb 2008 16:38:21 GMT

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Dover wrote on Fri, 15 February 2008 04:55Lol, okay MWright...

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

1. 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 01:34I'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.

2. 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 01:34And 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)

3. 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.

4. 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.

1. No. It isn't repairable from the ground. Secondly, I think you forget something: They don't know where I AM. So the only time in which the orca will be able to shoot me, is when and IF the hotwires even find my nuke, and lets not forget, timed C4 works wonder, especially in such a tight little area as behind that sand bag. And hey, what if they have no WF? What if they have no money and can't buy an orca? Or what if all the useable orcas are on the field and dont make it back in time?

2. Given my record? Sorry Dover, but I never recall having ever played with you, nor do I believe that you know anything of my uhhhh, "record" so to speak, considering I don't have one. I'm on the top 20 in some servers, and in others I'm that "noob" who comes in with a rank of 6121 out of 8000. I play on multiple servers and, considering I have never seen you in game (to my knowledge or memory) I highly doubt you are one for the judging. Believe me if you like, disbelieve me if you like. It doesn't really change fact, now does it? Point being, I use this strategy EVERY time I play Nod on Walls. And I have yet to fail. If you don't want to believe that, I really couldn't care less, considering I do have people who can vouch for my legitimacy.

3. Right. Because we all know how many APC's on a 25-50 player wall's game even make it past the med's and mammy's camping outside. Oh but wait, since you have such 1337 APC skills, you can just demine all the doors for your little SBH assistance to go in, instead of mining the tunnel and allowing them to come in at will and spawn kill, place nukes on the sides of the builing (AKA, that little L-Shaped corner behind the WF).I don't disagree with the part of "Mining the ramps for detection purposes", but mining buildings? Wow. Don't be ignorant.

4. Whoaz, nukes aren't scary? Wow I never knew that. Thanks for telling me Dover. Hey, a small hard to see beacon which can be placed in odd areas out of the reach of large numbers of players making it easy for the placer to pick them off at will. What could be good about that, right? I mean hey, with all that awesome C4 those SBH's have, they can run in the building. But wait Dover- you mined the buildings instead of the front, so they can't get in, right? Dang. Oh and gosh, I forgot, on large maps every building will usually have at least 1 person in it who will just alert his/her team mates or demine it themselves . Awww...Hopes raised for no reason... My life is over \*Puts gun to head. Bang.\*