
Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by [GEORGE ZIMMER](#) on Fri, 15 Feb 2008 19:13:58 GMT
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Surth wrote on Fri, 15 February 2008 10:53All right. You, sir, are a noob, you dont know a fucking clue about renegade so just dont post in this section. SBHs are useless 99% of the time. NO U.

I've won lotsa games thanks to SBH's+Nukes/C4's. They're handy as hell.

That was a completely ignorant statement to make, and I'm sure there's many people who'll agree with me that SBH's are incredibly useful. Unless you think you're the friggin predator, you should be able to be of SOME use.

Also, the whole SBH-nuke-beacon thing works pretty well, but it's best if there's several SBH's. One nuke CAN be disarmed if it's found quickly. But 2 or more? Chances are very likely that the building's gonna die. If not, MANY people will stop what they're doing and grab a hotwire- Allowing any Nod tanks to move in and attack while they're busy with the SBH's/nukes.
