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

Posted by [Starbuzz](#) on Sun, 17 Feb 2008 19:36:42 GMT

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Cabal8616 wrote on Sun, 17 February 2008 04:54 You do realize you're basically saying "OK THE SBH IS USELESS BECAUSE OF THIS INCREDIBLY MINUTE AND SPECIFIC SITUATION HERE THEREFORE IT MUST BE 99% USELESS", right?

I never said SBH is 99% useless. It's just the theme of the argument here. And no, that's not what I am saying either.

If SBH is so so good as you say, then why did EVERY public game I ever played where the Nod team is full of SBH fail to GDI?

Think about the TIME that is wasted while you are a SBH. How many players today actually have the balls to harv-walk? How many of them just wait around for the Havoc to get half-health so then they can attack him and get his fucking Ramjet?

And SBH is useful for vehicle stealing? LMAO...you repair your vehicle in the field in short quick bursts. Of course a SBH is going to steal the vehicle if the n00b just jumps out and repairs till 100% health/armor.

Renegade is a tank game.

Take for example a typical Public game in CnC_Field: just take a look at how many losers are in the tunnels simply trying to get kills while doing a ratsass job to help the team win.
