
Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by [GEORGE ZIMMER](#) on Mon, 18 Feb 2008 08:05:10 GMT
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Surth wrote on Sun, 17 February 2008 12:28

Err. No?

Well, I'll admit actually, that unless you're doing damage to the building (Decent damage), they probly won't rush back. But, it'd atleast help some to kill off any people that die and respawn in the base. At THAT point, multiple people are probably going to come back and help. One way or another, you can atleast serve as a distraction.

SurthAnd get your whole base raped in exchange for one building.

Again, we're assuming that GDI has so much firepower to rape your base soley because there's a lack of a single Nod technician running around. If that's the case, then by all means, be a tech. But since I'm pretty damn sure that rarely happens, I'd still rather stick to a tactic that changes the usual "be a tank, have techs, kill shit, repeat" that goes back and forth.

SurthDo you want to ad hominem me? Do you want to base your argument on my lacking skill eventhough im probably way better then you are?

I didn't say you lacked skill altogether. I said that if your clan itself lacks that much skill. I don't doubt that you're probably better than I am skill-wise in Renegade. Lrn2read.

SurthI've won Publics with a tiberium sydney.

Good for you, I never said Sydney's are 99% useless like you're saying SBH's are. Therefore, the relevance is 0. Though I'm pretty sure that was a sarcastic remark trying to state that you've won with a usually bad unit. In which case, NO U. If you can't take the word of several people over your own damn personal opinions of something, then it seems to me like you're the one with prejudices.

Starbuzz

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.

Then I retract my statement if you're not jumping on the bandwagon saying SBH is 99% useless. It annoys me when people make up bullshit statistics to boost their probably already over inflated ego.

StarbuzzIf 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?

I never said that it's all Nod should use- Infact, it's one of the most dumbass things to do to have a team FULL of SBH's. They're only good in very small groups (1, 2, maybe 3, depending on server side). Those are just the dumbasses you see in various public servers. In which case, yeah, they

SHOULD get technicians and help the few arties/lights out on the field. If there even are any...

StarbuzzThink 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?

It depends what you're actually doing with the SBH to even be decent with them. And, if you're gonna say "Well no one has the balls to do it", then get the balls yourself and do it. Though, I'm pretty sure harv walking is forbidden in some servers.

As for the havoc thing. Most people that camp with havocs are like "LULZ I R SNIPPR GAWD I SNIPE U FRM HEER LOOOOOOL" and don't move around that much. Sneak up on the bastard (You can use crouch, you know. It minimizes sound.), then C4 his ass. Or start off with a nice little headshot. If you have enough room to still see him but be within complete stealth distance, stand back some and wait for him to turn around then turn back so he thinks it's clear.

While killing the havoc DOES sometimes reward you with a ramjet, that shouldn't be your priority. It's mostly good if the bastards are sniping your techs out in the field (If there are no techs, that's one of those times I said to BE one).

StarbuzzAnd 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.

SBH's aren't neccisarily ALWAYS going to tank steal, yeah, but at the same time, not everyone is ALWAYS going to run out in short bursts. Especially if your team/clan has no history of using SBH's. One of Nod's specialty's is the element of suprise, right? Use it to your advantage. Again, it's another situation in Renegade that depends on the skill of the player and their knowlage of what to do. Pretty much only works in a public server, yeah, or against a really retarded clan.

As for the field thing, what relevence does that have with Renegade being a "tank" game? If by that you mean "Everyone's infantry so that's why it goes nowhere", then I do agree some, though it's handy there to have a few people in there. One to snipe techs/hotties from waterfall, another to protect said sniper (Another situation that depends on the amount of players, of course). Though, tunnel rushing IS quite retarded.

As for Dover's post... Yeah, that beacon's repairable from both sides, MW. It's better if it's BEHIND the sandbags on the right side. As I said, takes a few extra seconds to get to.

StarbuzzEvery battle needs a Technician/Hottie while a SBH...Imfaoooooo
Uh, assuming you meant "instead of an SBH" and not "while a SBH" (The latter having no

relevance to what you quoted), then that's a pretty ignorant statement to make. If the whole damned team is a bunch of techs instead of the whole damned team being a bunch of SBH's, it'd be the same result- Failure.

If everyone is SBH's as you say, well then, if they all switch to techs, your whole team's going to become techs.
