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

Posted by [Goztow](#) on Mon, 18 Feb 2008 09:59:14 GMT

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Quote:Like I said previously, I play the game FOR the SBH.

See, this is the whole problem. When I join a server and it's 8v8 and at the start of islands 4 players of the Nod team get a sbh, then I know I can say goodbye to victory. And it happens all too often on any map, though mostly on mlaps without base defences.

Using a sbh to steal vehicles is a complete waste of time. Then again: if you got people that allow you to steal mummies, then it's their own fault because:

1. mummies in an open field is just begging to give loads of points to the enemy anyway
2. repairing mummies in an open field is begging to get it stolen. Only thing you could maybe do is repair in small intervals.

I think I mentioned this before: it all depends on the amount of players, vehicle limit, the amount of teamplay, amount of "skill" (I mean game awareness, e.g. not taking an officer when u get 175 credits), ...

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