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

Posted by [kannies](#) on Mon, 18 Feb 2008 14:01:22 GMT

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I used to play clanwars a long time ago. Now I only play on jellys-Mappack server cuz I get bored of the regular 6 year old maps. Usually play in small <10 a side games. Soon as my Nod team buys 4 sbh, yes its good bye!

SBH are pretty useless. The only time I ever use them is to perhaps steal an orca if the strip is down. 1/10 a nuke works. On lage 40 players servers, a cordinated nuke (with cover that the whole team knows about) works. However, noobish loner sbh strikes are just 300 points for GDI (unless GDI is retarded).

Another thing I hate is when SBH do nothing but annoy you when sniping (cuz they aint got the balls to take u head on as a sniper). This once happened on Niagra map. I was sniping, I got jumped by 5 sbh all scavanging for my rifle. When this happened. I just respawned, got a hummer, hotwire (and a teammate), and blew up the hand. I knew this would work because 5 sbh = 5 less people in base to stop me. Then I got flamed for killwhoring Well the sbh shouldnt have jumped me then! Play dirty with me and i'll do the same to you LOL.

If you play on Jelly Mappack at the moment you will know I am currently ranked 1. I didnt get there using cheap tactics, and I will say I have never bought SBH (only once to steal an orca couple weeks back) becuae you spend most of your time hiding and evading conflict than getting points or kills.