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

Posted by [topcap](#) on Tue, 19 Feb 2008 21:19:11 GMT

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This topic is not about being an sbh but getting rid off them when they come into your base.

Any way the main reason why nod win on no-base defense maps is because they plant nukes with other sbh`s or on there own and they plant them in sneaky areas which everyone no about.

So thats why you should always have some one just scanning the base with an humm-vee or an APC or Mobius so if a sbh does have a nuke we can kill them before they plant the beacon

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