
Subject: Mobius on c&c islands

Posted by [flyingfox](#) on Thu, 19 Aug 2004 18:45:01 GMT

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you'll notice a lot of people bitch about the amount of SBH that get into your base when you're GDI on islands. notably, most of these people don't do anything about it. you might see some people camping with a med/mammoth and spraying shells everywhere, but this tends to be unreliable as skilled players can sneak past these vehicles with ease when they take time to fire a shell in some other place or get attacked by another vehicle. and an SBH has to be almost touching your vehicle for you to see him.

there's something else you can do about it. first, if you're playing with anyone with the ability to listen, get them to lay c4 in the tunnel entrances and keep guard at it. you then buy a mobius and move to the entrance. standing at your side of the water and in the middle, you can almost cover each side. keep strafing and moving left and right here a small bit and you can catch anyone trying to get in. might seem incredibly stupid, but it actually works. if people think that they can get passed you by hugging a side, show them how horribly mistaken they are. they tend not to try again, and don't think to try telling someone to run down 1 side while they run down the other. trust me, this works in even skilled servers although it can be risky when enemy vehicles come down your side. best try it when your own team has vehicles built too.

Subject: Mobius on c&c islands

Posted by [SuperTech](#) on Sun, 29 Aug 2004 21:53:03 GMT

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I use to bitch about that, but not anymore! I mine all the buildings which forces the SBHs to nuke from the outside of the building. I then get a hummer and a hotwire and remote the outside of it. I sweep the base with bullets and usually catch a few SBHs this way. The famous spot is the harvey drop and usually driving into that spot blind usually gives me a kill (with the loser yelling "cheater!"). When a SBH does deploy a nuke, I can quickly make it building to building to find the nuke. Do a few sweeps around the nuke in my hummer and I can usually find the SBH and kill him. If he gets into the hummer, I blow it. If he just starts shotting me, I get into the hummer and run him over.

Mining the tunnels is pretty useless in my opinion. SBHs can get in via APCs, flamers, light tanks, the front of the base, etc. You WANT them to nuke you: there are 300 points for grabs when you disarm them. Failed nuking attempts can easily swing the game in points to your favor.

Subject: Re: Mobius on c&c islands

Posted by [Deathgod](#) on Mon, 30 Aug 2004 05:30:07 GMT

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flyingfoxthere's something else you can do about it. buy a mobius.

That's all you had to say, really. Mobius >>>>>>> everything else.

Subject: Mobius on c&c islands
Posted by [spoonyrat](#) on Mon, 30 Aug 2004 06:20:40 GMT
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I guess, if your WF is gone and you don't feel like using a PIC or hotwire.

Subject: Mobius on c&c islands
Posted by [karmai](#) on Tue, 07 Sep 2004 11:50:22 GMT
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It isn't > a ramjet

Subject: Mobius on c&c islands
Posted by [spoonyrat](#) on Tue, 07 Sep 2004 15:10:48 GMT
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In terms of Not Being A Noob, then actually yes it is > a ramjet

Subject: Mobius on c&c islands
Posted by [Homey](#) on Tue, 07 Sep 2004 19:26:38 GMT
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Well if you're actually playing with decent players all you need is 3 people to keep sbhs out. Mine the tunnels and 1 person there, mine the front and 2 people there on either side.

Subject: Mobius on c&c islands
Posted by [Renx](#) on Tue, 07 Sep 2004 20:30:54 GMT
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The only problem with that is mobius' are easy targets for snipers. Other than that, they work good for finding SBHs.

Subject: Mobius on c&c islands
Posted by [Deathgod](#) on Tue, 07 Sep 2004 22:45:08 GMT
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The only problem with Mobius is that he doesn't have unlimited ammunition. Otherwise he is a monster among men.

Subject: Mobius on c&c islands
Posted by [spoonyrat](#) on Tue, 07 Sep 2004 22:53:42 GMT
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And his range is a joke...

Subject: Mobius on c&c islands
Posted by [Deathgod](#) on Wed, 08 Sep 2004 05:59:39 GMT
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Moving into range usually solves that problem.

Subject: Mobius on c&c islands
Posted by [spoonyrat](#) on Wed, 08 Sep 2004 06:15:36 GMT
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uh yeah, I'm sure if there's a leet arty in the field he'll be happy to let your mobius live long enough to get into range. :rolleyes: Even when a mobius is in range.... it'll take the mobius a while to kill the arty, it'll take the arty two shots to kill the mobius.

Subject: Mobius on c&c islands
Posted by [neueziel2](#) on Tue, 21 Dec 2004 23:15:40 GMT
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spoonyratuh yeah, I'm sure if there's a leet arty in the field he'll be happy to let your mobius live long enough to get into range. :rolleyes: Even when a mobius is in range.... it'll take the mobius a while to kill the arty, it'll take the arty two shots to kill the mobius.

Right, an arty is going to get in range to smack down a moebius in your own base guarding a tunnel. If that happens you have far larger problems than keeping SBHes out.

Subject: Mobius on c&c islands
Posted by [flyingfox](#) on Wed, 22 Dec 2004 03:28:05 GMT
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Not the tunnel, the front waterway where they can get you from that space on the right.

Subject: Mobius on c&c islands

Posted by [newcmd001](#) on Thu, 23 Dec 2004 14:51:14 GMT

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Basically, what is the easiest way of tracking down a SBH in your base? The fastest way to find him, I mean. Like, taking an APC or go on feet? (A bit OT)

Subject: Mobius on c&c islands

Posted by [neueziel2](#) on Sun, 26 Dec 2004 09:29:27 GMT

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Patrols.

Subject: Mobius on c&c islands

Posted by [flyingfox](#) on Sun, 26 Dec 2004 21:07:56 GMT

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If you're a SBH and you see a mobius go around and around a base spraying, you can keep running from him or hide and wait till he passes, then go on. You could also stand in a place he has just sprayed because he will not choose to attack that bit again. Covered, as he probably thinks.

While he's off spraying the rest of the base, you're getting ready to plant your beacon.

This is why a high number of SBH detectors fail against smart players..they're not smart themselves. Think of it as a moving ball going in and around a circle where you have to reach the centre of the circle. If the ball keeps taking a predefined path you will know when to move and when it isn't a good time to.

The best advice I can give is check the areas YOU would go as an sbh. you could leave for brief time and come back in a sudden, spraying everywhere. It could be that the SBH thought you gone and came back to his favourite spot. Don't run around the base in a circle spraying. He will see you and know where to take cover till you pass. If there's no cover he will simply retreat. check for them randomly, going forward then back, in through buildings, etc.
