Subject: Super awsome SBH rush that works
Posted by AoBfrost on Tue, 19 Jun 2007 00:21:47 GMT
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Today i was playing under and thought up a new idea since our airstrip and obby were dead, i told my teammate (2 vs 2) to buy a sbh, he bought one and got nuke too, i got nuke also, first since agt was dead, we attacked the weapon factory with 2 timer c4's and finished off the two bars with our laser rifle, then we nuked the infantry barracks and put my nuke in the middle of the ref and power plant, we then finished off the health of the ref and pp with our sbh guns killing all engineers with pistols then taking c4...it worked real good and we did it all in less than 3-4 minutes.

Subject: Re: Super awsome SBH rush that works
Posted by puddle_splasher on Tue, 19 Jun 2007 10:20:39 GMT
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Try it on N00bstories when there are 50 players. I think this tactic will fail miserably.
Although...........stranger things have happened.

Subject: Re: Super awsome SBH rush that works
Posted by sadukar09 on Tue, 19 Jun 2007 11:11:47 GMT
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only work in small-medium games   large games=you guys getting pwnzored by the masse

Subject: Re: Super awsome SBH rush that works
Posted by AoBfrost on Wed, 20 Jun 2007 03:05:15 GMT
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True, but the c4 idea willwork even in a large game, as long as you remian stealthed and enter a building from back where no one will see, then you can place c4's and use the two sbh to pwn the last 2 bars....atleast that will work

Subject: Re: Super awsome SBH rush that works
Posted by sadukar09 on Wed, 20 Jun 2007 11:05:07 GMT
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yea just hope no1 get a lucky spawn

Subject: Re: Super awsome SBH rush that works
Posted by songokuk on Wed, 20 Jun 2007 12:13:21 GMT

or how about a spawn remote or nick a remote off an engi then u dont have to shoot the last 2 bars. assuming weapon drop is on lol

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Subject: Re: Super awsome SBH rush that works
Posted by puddle_splasher on Wed, 20 Jun 2007 18:41:37 GMT

ROFL!

Subject: Re: Super awsome SBH rush that works
Posted by AoBfrost on Thu, 21 Jun 2007 04:12:54 GMT

ROFL goku doesnt post here much yet he post in my thread...FTW

Subject: Re: Super awsome SBH rush that works
Posted by songokuk on Fri, 22 Jun 2007 11:30:01 GMT

I only post when I feel it's worth my time ie for the humour factor or I can contribute to the post.

Subject: Re: Super awsome SBH rush that works
Posted by AoBfrost on Fri, 22 Jun 2007 16:59:03 GMT

Well in your opinion...would you try it? I know your server has 20-40 during the day and 80+ on some nights, but even in big games, would you try it? I mean sbh no one will see you if you dont shoot or get up close.

Subject: Re: Super awsome SBH rush that works
Posted by sadukar09 on Fri, 22 Jun 2007 19:10:40 GMT

AoBfrost wrote on Fri, 22 June 2007 09:59Well in your opinion...would you try it? I know your server has 20-40 during the day and 80+ on some nights, but even in big games, would you try it? I mean sbh no one will see you if you dont shoot or get up close.

hey my work in renegade is mostly stealth sabotage missions and most of the time (80%) i succeed

Subject: Re: Super awsome SBH rush that works
Posted by USAhq283 on Fri, 22 Jun 2007 20:07:36 GMT
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i think this idea could work in a big game, just dont use a nuke or something or someone will see you (unless you use the old SBH tactic (where you put the nuke behind a GDI building,you get the point)). a small game, well, that tactic will pwn

Subject: Re: Super awsome SBH rush that works
Posted by AoBfrost on Sat, 23 Jun 2007 02:32:23 GMT
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And then were gonna take back the weapons factory, the nthe infantry barracks, and then the conyard...YEAAAHHH! XD

Subject: Re: Super awsome SBH rush that works
Posted by R3N3G1DE on Fri, 29 Jun 2007 12:35:29 GMT
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Probably their dignity too.

Subject: Re: Super awsome SBH rush that works
Posted by Renerage on Sat, 07 Jul 2007 05:07:56 GMT
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USAhq283 wrote on Fri, 22 June 2007 16:07i think this idea could work in a big game, just dont use a nuke or something or someone will see you (unless you use the old SBH tactic (where you put the nuke behind a GDI building,you get the point)). a small game, well, that tactic will pwn

Tell me genious, you consider putting a Nuke out of plain site...something new?

Subject: Re: Super awsome SBH rush that works
Posted by sadukar09 on Sat, 07 Jul 2007 11:46:17 GMT
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that actually works if the other teams dumb enough >.> I once put a nuke between the PP and Bar in Under...no one came to disarm it and there were like 5 hotties running around >.<

Subject: Re: Super awsome SBH rush that works
Posted by flyingfox on Sat, 07 Jul 2007 16:47:11 GMT

there's a lot of things you can do when the opponent is dumb in that size of game (rush yourself in a flame tank, take out the AGT then waltz in with a SBH and nuke their ped) but since most of us play in larger servers even dumb opponents are something to consider when there are so many of them. Bit like how in resident evil one zombie was really weak, but hoards of them combined with relentless advancement on you made them formidable.

Subject: Re: Super awsome SBH rush that works
Posted by sadukar09 on Sat, 07 Jul 2007 17:00:06 GMT

nuking the ped is useless unless your team is getting raped...plus most server takes ped off

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Subject: Re: Super awsome SBH rush that works
Posted by AoBfrost on Sat, 07 Jul 2007 17:00:43 GMT

Renerage wrote on Sat, 07 July 2007 01:07USAhq283 wrote on Fri, 22 June 2007 16:07i think this idea could work in a big game, just dont use a nuke or something or someone will see you (unless you use the old SBH tactic (where you put the nuke behind a GDI building,you get the point)). a small game, well, that tactic will pwn

Tell me genious, you consider putting a Nuke out of plain site...something new?
it can be done, i've placed 2 nukes in a 31 person game between refinery and power plant, both sbh's covered and got them to launch, we killed both buildings.

Subject: Re: Super awsome SBH rush that works
Posted by Jamie or NuneGa on Sat, 07 Jul 2007 17:35:18 GMT

AoBfrost wrote on Sat, 07 July 2007 12:00Renerage wrote on Sat, 07 July 2007 01:07USAhq283 wrote on Fri, 22 June 2007 16:07i think this idea could work in a big game, just dont use a nuke or something or someone will see you (unless you use the old SBH tactic (where you put the nuke behind a GDI building,you get the point)). a small game, well, that tactic will pwn

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the reason this usually works is once one sbh is dead people assume area is safe, often even get out of of veh's... 'free apc'... for sbh, run 5 over at once, voila.