Subject: Re: Sbh`s on no-base map and how to get rid of them
Posted by nikki6ixx on Fri, 15 Feb 2008 20:45:51 GMT
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Or, you can just mine up the buildings as per normal, and let the SBH's prance around in the GDI base, being totally useless; instead of taking up a vehicle slot.

Hell, it's probably best just to let those SBH's live, because they WILL hang around doing nothing until they die. It's not often that a pack of SBH's do much damage because there is always one goof who screws it up for the rest of them.